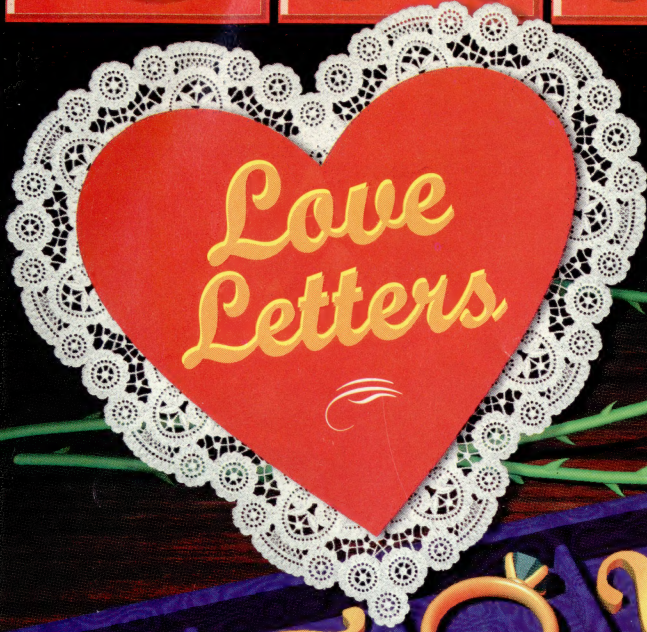


CALCULATORIA, p.8

GAMES

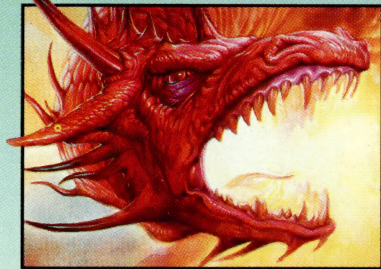


Can you find 14 familiar words of six or more letters hidden in the word search tray below? Count a ring as the letter O or the consecutive letters R-I-N-G. The top row, for example, contains the word TOURING. ANSWER, PAGE 38



Go for it!

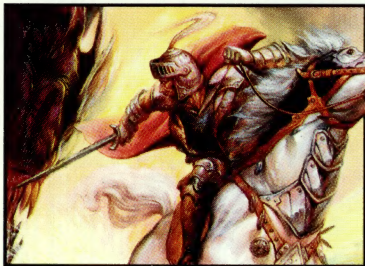
**Pick a weapon.
Pick an adventure.
And hang on....**



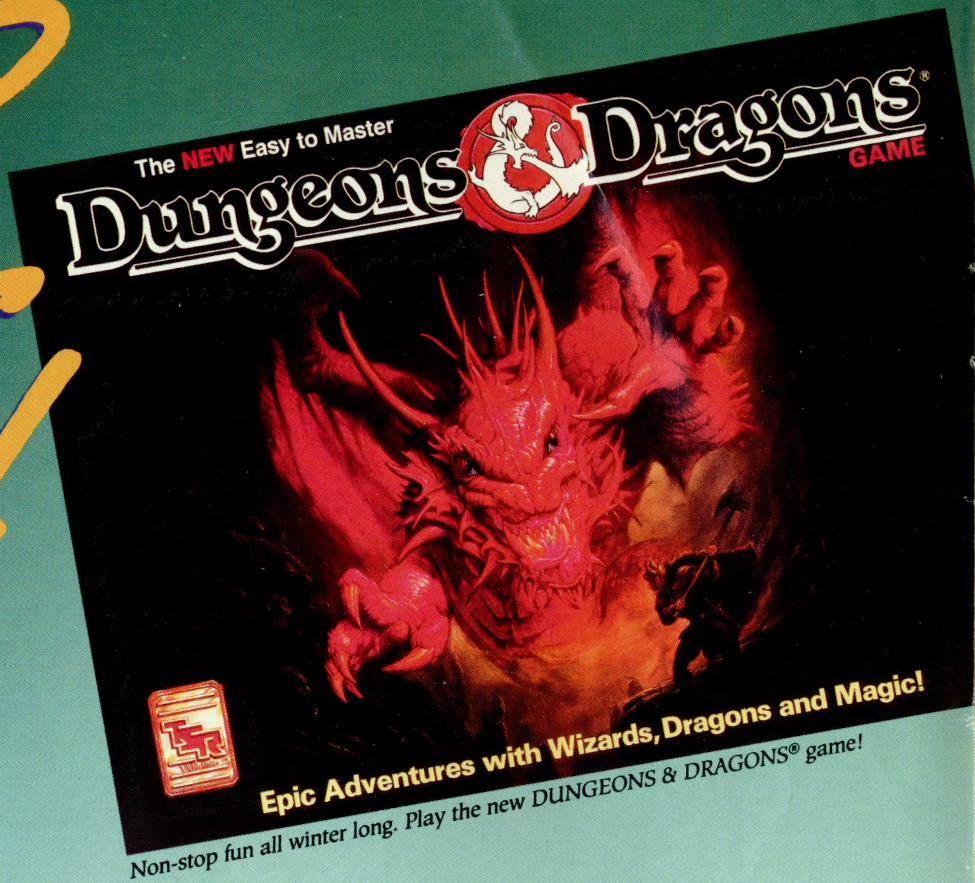
- ✓ *Non-stop action from start to finish!*
- ✓ *A different challenge every time you play!*



- ✓ *Your character gains strength and skill with every adventure!*



- ✓ *Fire-breathing dragons and monsters are everywhere!*
- ✓ *You need teamwork to survive!*



Go for it! The adventure that's beyond your wildest imagination. The adventure that's filled with heroic warriors, wizards, ferocious dragons, and countless treasure!

Create a character. Will you be a warrior, wizard, thief? Take the adventure. . . . How will you escape the sorcerer's dungeon? Which passageway goes past the sleeping guards? What weapon will stop the venomous dragon? There's only one way to find out!

Go for it. Join the adventure with the new **DUNGEONS & DRAGONS®** game! Learning to play is fast and fun, and every adventure is different. If you overcome the traps, you'll be safe. But you never know what lurks around the corner. . . .

Find the new **DUNGEONS & DRAGONS** game at toy, book and hobby stores everywhere! It's the most challenging game you'll ever play.

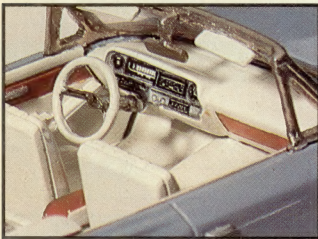


The Classic Cars OF THE 60'S

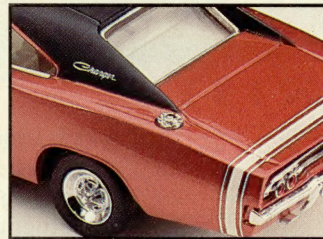


Cars shown smaller than actual size.
1964 Pontiac GTO 4⁵/₈" L.
1963 Corvette Sting Ray 4" L.
1964¹/₂ Mustang 4¹/₈" L.

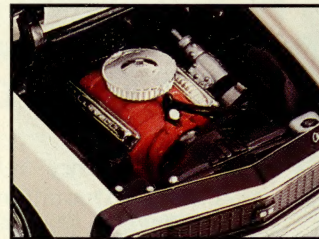
Remember how it felt to go cruisin' down the road in that great set of wheels you wish you still owned?



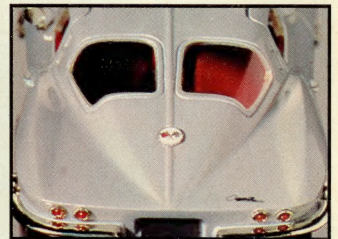
Remember the elegant interior of the '63 Cadillac Eldorado Biarritz?



Remember the aerodynamic styling of the '68 Dodge Charger R/T?



Remember the awesome power of the '67 Camaro Super Sport?



Remember the distinctive split rear window of the '63 Corvette Coupe?



Actual size: 20 1/4" high x 18 3/4" wide

Now you can own those cars again! In the ultimate collection of die-cast replicas honoring The Classic Cars of the Sixties!

The 12 greatest cars of that memorable decade. Chosen by *Car and Driver* magazine. Re-created in authentic 1:43 scale models. And loaded with incredible details—from doors and hoods that open and close right down to the spokes in the wheels!

Hand assembled and hand painted in their original showroom colors, these spectacular models are just \$65 each, payable in monthly installments. And the imported hardwood and fine veneer display comes to you at no additional charge.

Thirty Day Return Assurance Policy

If you wish to return any Franklin Mint Precision Models purchase, you may do so within 30 days of your receipt of that purchase for replacement, credit or refund.

SUBSCRIPTION APPLICATION

Please mail by February 29, 1992.

Franklin Mint Precision Models
Franklin Center, Pennsylvania 19091

Please enter my subscription for The Classic Cars of the Sixties, consisting of 12 imported die-cast, hand-assembled and hand-finished replicas of great cars from that era of spirited ponies, muscle machines and big luxury cruisers.

I need send no money now. I will receive one new model every other month and will be billed for each in two equal monthly installments of \$32.50,* beginning prior to shipment.

*Plus my state sales tax and \$3. for shipping and handling.

SIGNATURE _____

ALL SUBSCRIPTIONS ARE SUBJECT TO ACCEPTANCE.

MR./MRS./MISS _____

PLEASE PRINT CLEARLY.

ADDRESS _____ APT. _____

CITY/STATE/ZIP _____

© 1992 FMPM

12441-222

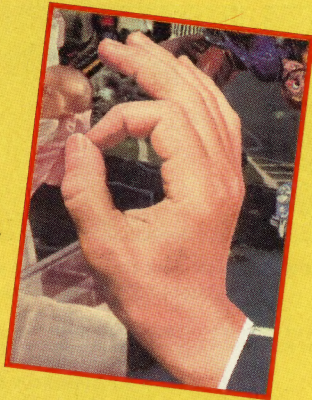
Franklin Mint Precision Models®. Simply Miles Ahead.



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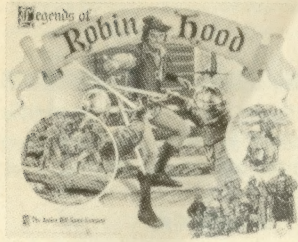
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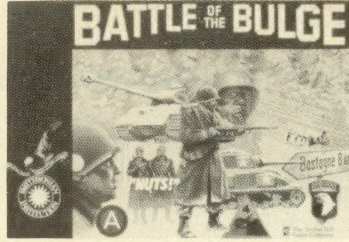
DIFFICULTY RATING

★ Easy Hike ★★ Uphill Climb ★★★ Proceed at Your Own Risk ★☆ Mixed Terrain

THE 25 BEST-SELLING GAMES



1. ROBIN HOOD
#6425 \$13.95
A 2 to 5-player quick-play card game with high social interaction.



2. BATTLE OF THE BULGE
#732 \$19
Brand new entry level game re-creating WWII's longest sustained land battle

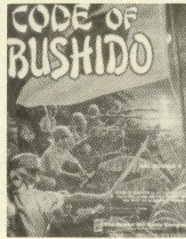
Whatever your gaming interests might be, Avalon Hill has a great game for you (and a gaming friend). Some are new; but most have been around for years and have stood the test of time.

Avalon Hill games bring people together, offering a lifetime of pleasure for just a few dollars a year.

To play an Avalon Hill game is a challenge; to give one a subtle compliment.



3. GULF STRIKE
#30040 \$40
Combines current land, air, and sea operations in the Gulf; includes brand new module, DESERT SHIELD.



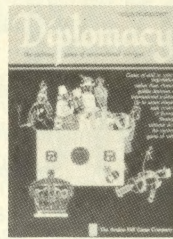
4. CODE OF BUSHIDO
#8232 \$40
The newest ASL module based on Japanese exploits in three areas of conflict.



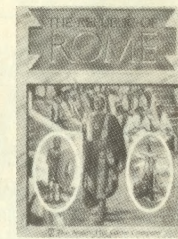
5. BLACKBEARD
#887 \$35
A 1 to 4-player game re-creating the Golden Age of Piracy.



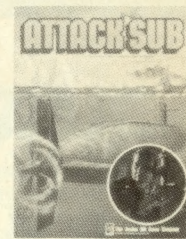
6. GETTYSBURG
#731 \$17
The first in a series of entry level wargames designed to bring new people into the hobby.



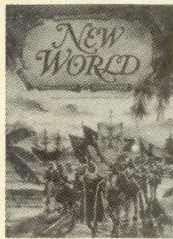
7. DIPLOMACY
#819 \$25
Up to 7-player Hall of Fame game of international intrigue involving European powers circa 1901.



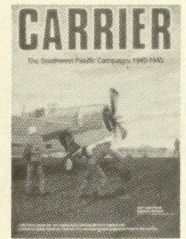
8. REPUBLIC OF ROME
#885 \$35
A diplomatic game for 3 to 5 players vying for power during the days of Julius Caesar.



9. ATTACK SUB
#886 \$25
A 2-player card game of contemporary hi-tech undersea warfare.



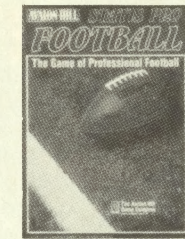
10. NEW WORLD
#884 \$25
Two to 6 players take the part of colonizing European countries during the 15th and 16th centuries.



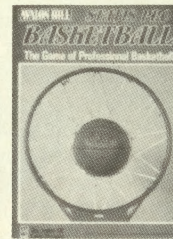
11. CARRIER
#30033 \$35
An authentic re-creation of the S.W. Pacific WWII campaign. Designed for solitaire play, only.



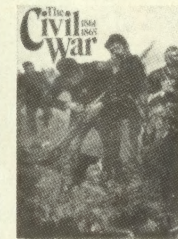
12. WRASSLIN'
#9450 \$15
A quick-playing, tongue-in-cheek strategy card game spoof of professional wrestling; for any number of players.



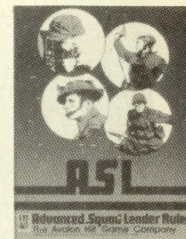
13. STATIS PRO FOOTBALL
#9250 \$36
A statistical re-creation of an entire AFL/NFL season; includes individual player cards.



14. STATIS PRO BASKETBALL
#3260 \$28
A stat game utilizing player cards representing every player who played in the previous NBA season.



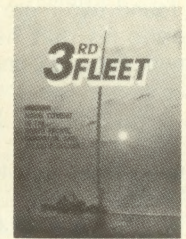
15. CIVIL WAR
#30003 \$25
A dynamic portrait of the immense struggle, from its infancy to its final gasp on a grand strategic level.



16. ASL
#870 \$45
Complete set of rules, in a 3-ring binder; required for play of all ASL modules.



17. STATIS PRO BASEBALL
#9240 \$40
Re-creates past season with Player Cards; MLPA approved; outstanding solitaire play.



18. THIRD FLEET
#30031 \$36
Modern Naval combat in three theatres: N. Atlantic, Caribbean, and E. Atlantic.



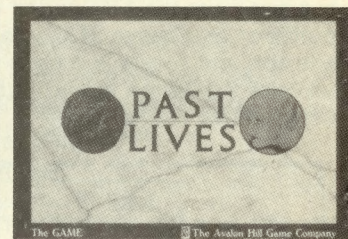
19. CIVILIZATION
#837 \$35
A 2 to 7 player game requiring skillful political, economic, and military maneuvering.



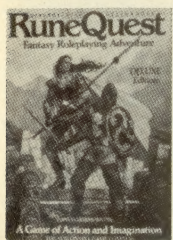
20. MARCH MADNESS
#9265 \$25
A quick play card game re-creating an entire 64-team NCAA tournament.



21. BLIND JUSTICE
#6385 \$25
Game of social interaction for 2 to 6 players acting as plaintiff and jury in real life cases.



22. PAST LIVES
#6390 \$35
Artistically gorgeous leisure time game in which 2 to 8 players determine who they were in a past life.



23. Deluxe RUNEQUEST
#857 \$29.95
Time-tested role-playing system with many adventures; #1 in Great Britain.



24. THIRD REICH
#813 \$26
Voted "best game of all time" two years running; re-creates entire European theatre in WWII.



25. ACQUIRE
#GA140 \$25
Leisure time game of investment where 2 to 6 players attempt to build the largest hotel empire.

The Avalon Hill Game Company, Dept. G-1, 4517 Harford Road, Baltimore, MD 21214.

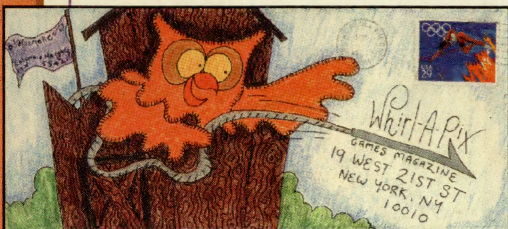
To order, send a check or money order for the prices shown plus postage and handling. Indicate here the game(s) desired _____
Make out check or money-order to Avalon Hill Games.

NAME _____
ADDRESS _____
CITY, STATE, ZIP _____
Please Indicate Method of Payment: Check Money Order Charge
 American Express MasterCard Visa DO NOT SEND CASH
ACCOUNT NUMBER _____
Exp. Date _____ SIGNATURE _____

POSTAGE & HANDLING: Add 10% USA; 20% Canada, Mexico; 30% Overseas
For quick credit card purchasing call TOLL FREE 1-800-999-3222

LETTERS

ENVELOPE OF THE MONTH



David LaRochele
Columbia Heights, MN

THE NOT-SO-FAKE AD

I found an ad in your October issue that was too good to be true. Were you "playing games" with us? I was on the August 6 and 16, 1982 shows of *Wheel of Fortune*, so when I saw the ad for videotapes of game shows, I was excited. I called the 800 number printed, but they knew nothing about the ad and couldn't get me tapes of my shows.

Phyllis E. Kravetz
Waltham, MA

In your October issue, the Fake Ad for the Game Show Connection (page 59) had a very real phone number! Before I realized that this was the Fake Ad, I actually called the listed phone number (1-800-999-GAME) the same day I received my issue and told the woman who answered that I'd like a catalog. She said that there had to be a mistake but that I was the 17th person to call! I explained the source of the confusion, and she and I were surprised that my favorite magazine would publish an untested fake phone number!

Dana M. Epstein
Needham, MA

We did test the number but got no response. Sorry for the confusion.—Ed.

WINDOW DRESSING

Picture #1 in "The Cape Diamond Theft" (October, page 46) looks a little strange. The sign on the door is backward, as though it were painted on a window. However, it seems obvious the door is solid metal and that the sign is printed backward on a card to simulate the window. Is this the case?

Barry H. Nordin
Warwick, RI

Hey! This was supposed to be a Photocrime, not a what's-wrong-with-this-

picture puzzle! But we plead "guilty as charged."—Ed.

FAR FROM WINGING IT

I really enjoyed "The Plane Truth" (October, page 48). However, I didn't feel the answer went far enough. I figured out how to rotate the planes so that every plane would fly a different schedule every day; and over a seven-week period every plane would fly exactly the same schedule (albeit in a different order) as every other plane. This would help the planes wear more evenly and stabilize maintenance schedules.

I also worked out a better way to deal with layovers in Milwaukee, and a way the airline could have added a Dallas/Ft. Worth-to-Philadelphia flight to their schedule without adding any planes or extra flight segments.

Thanks for the puzzle. I never thought I could have so much fun with a three-year-old airline schedule.

Jeffrey A. Wolfe
Columbus, OH

HOLI-DÉJÀ VU

I never write letters to the editor but I just had to this time. Thank you for again publishing the world's most fun and interesting magazine. When *GAMES* arrives, it's like Christmas all over again.

Gary Blanchard
Wickliffe, OH

LAUNDRY

If a reader finds a significant error or a mistake that affects the play of a game or puzzle, and we agree that the slip needs laundering, we'll print the first or most entertaining letter and send the writer a GAMES T-shirt.

OCTOBER

In "Just a Second, Please" (page 8) question 16 asks who the second largest retailer is, citing Sears as largest. However, the accepted leader is now Wal-Mart. Still, you had the right answer since K-Mart is second, with Sears slipping to third.

Chris Strom
Greenville, SC

In the "Double Cross" (page 32), answer M: "Fire on the Mountain" was only part of the refrain of a Charlie Daniels Band hit. The real title is "The Devil Went Down to Georgia."

Jerry Bigham
Bristol, RI

We should have said Daniels's 1974 album, not song. In 1979, Daniels reused the phrase in the refrain you refer to.—Ed.

EUREKA

Eureka is the department dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than the one we gave.

JULY

EDITOR'S NOTE: The following solution to our "Nots & Crosses" contest arrived too late to count, but it tied for best score and uses more common words than the 62-point entry that won.

THUMP	OVERFLYING	BACKS
BACKSWORD	Q	THUMPINGLY
VEXINGLY	HUMPBACKS	FJORD

Eric and Andrew Chaikin
New York, NY

In the laddergram (Wild Cards, page 58), you took 10 steps to turn BLOOD into STONE. You can do it in 9 steps as follows: BLOOD, BLOOP, SLOOP, SCOOP, SCOOT, SHOOT, SHORT, SHORE, STORE, STONE.

Thomas R. Kramer
Washington, DC

OCTOBER

In "Sound Thinking" (Wild Cards, page 57) I found two more pairs of common homophones that have no letters in common: AYE and I, and A and EH.

Victoria Kesilis
Santa Barbara, CA

Regarding "Animal Entendres" (page 24) #2, "wildcat strikes": Since the instructions did not specify a verb form to be used with the animal name, I thought gerunds were fair game ... which led me to the equally elegant (I think) "missing lynx."

Charles Ar dai
New York, NY

In "Animal Entendres" #6, your solution was "buckboards." But I couldn't tell if he was getting on or getting off, so my hart stopped when I read the answer, 'cause I thought the deer departed. That explains this letter to the editor—since we all know the buck stops here.

Steve Wilkening
Simonton, TX

GAMES

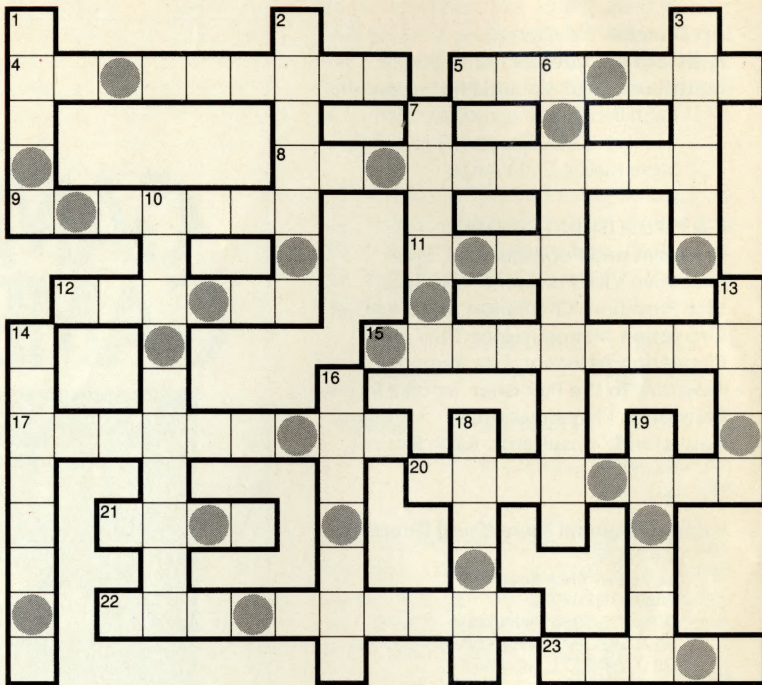
presents

TELEPHONE CROSSWORDS

If you like tough, interesting crosswords—if you can't resist exciting new challenges—you'll love TELEPHONE CROSSWORDS, exclusively from GAMES Magazine.



TELEPHONE CROSSWORDS are the intriguing new puzzles you solve with a phone—for more involving play, and the chance to win terrific prizes.



- 1 Appropriately, with what word do the lyrics of this song start?
- 2 Name the TV show.
- 3 What character is this?
- 4 What's this word?
- 5 Name the musical instrument.
- 6 Who's speaking here?
- 7 To whom is this speaker referring?
- 8 What may follow this?
- 9 Identify the language.
- 10 What creature makes this sound?
- 11 What character is this?
- 12 Name the composer.
- 13 Who is speaking here?
- 14 Who is playing?
- 15 Where is the title character in this song going?
- 16 Name this singer (hint: the record is being played at the wrong speed).
- 17 What creature is suggested by this music?
- 18 Who is singing here?
- 19 What name is shared by these two speakers?
- 20 What game is being played here?
- 21 Fill in the missing word in this slogan.
- 22 What game is this?
- 23 What are this musician's instruments?



CROSSWORD LOVERS—GET CLUED IN!
CALL
1-900-454-2030
95¢ for the first minute; 75¢ for every minute thereafter.
You must be 18 or over to play

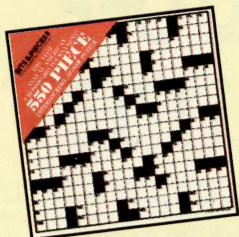


First look over the written clues at right. Then call 1-900-454-2030 (anytime 24 hours) for additional audio clues. You'll hear snippets of songs, bits of TV shows, mystery sounds to identify, and more. Have your pencil ready. Use these clues correctly to complete your crossword so you can solve the hidden puzzle in the shaded squares.

Each call to TELEPHONE CROSSWORDS costs just 95¢ for the first minute and 75¢ for every minute thereafter, and the average time per call is 7 minutes. (Of course, the faster you solve, the less it costs.) So call now and play!

TELEPHONE CROSSWORDS is a whole new direction in crosswords—just what you'd expect from the people at GAMES.

Everyone who solves the puzzle wins this mind-boggling 550-piece crossword jigsaw



RULES

1. To play, call 1-900-454-2030. You may use either a touch-tone or rotary phone.
2. If you call from a touch-tone phone, you may hear the audio clues in any order. Follow the instructions at the beginning of the call. Then press the number of the first clue

- you want to hear. A voice will repeat the clue number, followed by the audio component. Next, press another clue number and continue. You can repeat clues as often as you wish.
3. You may also choose to hear all 23 audio clues in numerical order.

- Instructions at the beginning of the call will explain how. Callers from rotary phones will hear the clues in order automatically.
4. As you listen to the audio clues, fill in the answers in the grid on this page.
5. Note that every answer

has a single shaded square. When the puzzle is finished, cross out the 9 pairs of repeated letters (18 letters in all) in the shaded squares. The 5 remaining letters can be rearranged to form a common word. This word constitutes the final solution to the puzzle.

6. If you're calling from a touch-tone phone, you may indicate your readiness to give the final solution at any time by pressing the pound sign (#) button. You'll then have 20 seconds to punch in the letters of the answer. If you're correct, your name, address, and phone

number will be recorded. If you're incorrect, you may continue to solve the puzzle or hang up.

7. If you're calling from a rotary phone, or prefer to register your solution by mail, you may send your 5-letter answer word to: Telephone Crosswords, GAMES Magazine, 2000

Commonwealth Avenue, Auburndale, MA 02166.

8. Everyone who solves the puzzle correctly, either by phone or mail, will win the prize shown above. Only one prize per household.
9. The contest ends February 29, 1992. Solutions by mail must be received by March 6, 1992.

AS THE WORDS TURN

Take a look at the words below. Now turn the magazine upside-down and look again. What you're seeing are "ambigrams"—words that can be read from two or more perspectives.

John Langdon, 45, a graphic designer in Philadelphia, has been creating these elegant gems for 18 years, mainly for his own amusement. "Why?" he muses. "Well, first, because I can, and then because it's a constantly available challenge. All I need to make one is a word, a pencil, and a piece of paper."

Langdon stumbled independently upon his bizarre hobby in 1973, and "for eight years I thought I was the only person doing this." Then in 1981 Scott Kim's classic book *Inversions* was published, containing exactly the kind of wordplay Langdon was doing. Now, says Langdon, "I know of maybe half a dozen of us altogether who are doing this sort of work."

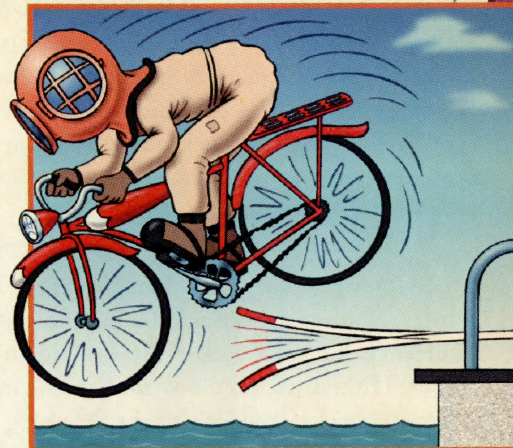
In March, Harcourt Brace Jovano-

WET WHEELS

It's not an Olympics event yet, but maybe it should be: underwater bicycle racing.

This odd concoction began a few years ago when some North Carolina diving entrepreneurs learned that a chunk of an abandoned bridge was being dumped into the Atlantic. A few divers dragged a couple of bikes—with the tires removed—out to the sunken bridge, and a new challenge was born.

"It's not easy riding a bike under 55 feet of water," says Discovery Diving's Debby Boyce, "so the races don't go very far." She compares the experience to "watching *The Dukes of Hazard* in slow motion. It's pretty weird—but then, divers can be pretty weird people."



Like-minded weirdos can contact Discovery at 919-SCUBA-OK. ■

vich will release Langdon's own book, *Wordplay*, a collection of original ambigrams accompanied by wistful philosophical musings on the meanings of the

words he manipulates.

Langdon's inspirations include Taoism, "with the yin and yang and the whole idea of balanced opposites," as well as M.C. Escher. Also influential was "the lettering on psychedelic posters, which attempted to stretch and distort letters to the extremes and still be readable."

In creating an ambigram, Langdon looks for "easy characters for a strong foundation"—like the easily-flipped OSO in PHILOSOPHY—"and then I can usually get away with more manipulation of the rest of the letters." And is there any point to Langdon's tricks? "Understanding ambigrams demands a willingness to see things from a non-ordinary point of view. That seems to me to be the whole point of GAMES magazine." ■

Ambiguity Philosophy
Wordplay Games

ALL THE WORLD'S A CATHODE-RAY TUBE

Eric Waddell always wanted to be a game show host. One day, back in 1990, the Chicago-based actor was "bitchin' and moanin'" about his frustrated ambition to a friend, "and he said, 'Why don't you just write your own show?'" A few months later, Waddell had his game show, along with a new persona (the stereotypically solicitous "Wayne Waddell") and an invitation from Chicago's Annoyance Theater to mount his creation on their stages.

Presented in tandem with an even more bizarre production—Jill and Faith

Soloway's "Real Live Brady Bunch," an onstage re-creation of classic episodes of the insipid '70s sitcom—"The Real Live Game Show" attracted sellout crowds in the Windy City. A ten-week run in New York City brought in hordes of twenty-something tube junkies, people who hear the phrase "A BRAND NEW CAR!!" as a kind of generational mantra.

"The Real Live Game Show" drags in various elements of old TV favorites, from *You Bet Your Life* to *The Price is Right* to *The Gong Show*, but somehow mixes them all up in a surprisingly original way. In the first three rounds, contestants are plucked from the audience and

asked to improvise an assortment of stunts. (The night I went, one player delivered a stirring interpretive dance about flossing.)

The bonus round is particularly clever: Before the show, everyone in the audience is asked to write down three statements, one true and two false, about themselves. Seven participants are chosen, and the contestant has 60 seconds to guess which stories are true for each one. "One night," says Waddell, "we got some guy who claimed he could drink an entire bottle of ketchup. So we bought one and made him drink it onstage. The audience was in tears." ■

Back again after a five-year rest (we thought you'd need it), GAMES's Calculatrivia contest presents 40 brand-new trivia questions that require numerical answers.

The questions are identified by English and Greek letters, which appear also in the equation on the facing page. After plugging each answer into its proper place (or places) in the equation, perform the indicated arithmetic operations to solve the equation and determine the value of X. That final number, along with the answer to each of the 40 questions, will constitute your solution to the contest.

Here are some solving hints and special instructions:

1. Although some GAMES puzzles are deliberately misleading, Calculatrivia is not. The questions may be complex or difficult, but all are carefully worded and should be interpreted literally. Don't look for devious meanings or underhanded tricks, and don't take anything for granted. The answers have been thoroughly researched and rechecked many times. We believe each question has only one answer.

2. When you've found the value for X in the equation, express it in its simplest form. If, for example, your calculations reveal the value of X to be $\frac{10}{4}$, express it as 2.5 or $2\frac{1}{2}$.

3. Do not round off any numbers unless specifically instructed to do so.

4. The winning entry will be the one that correctly states the value of X in its simplest form and also includes the correct answer to each of the 40 questions. If no entry correctly states the value of X, the winning entry will be the one that includes the greatest number of correct answers to the questions. Any ties will be broken by random draw.

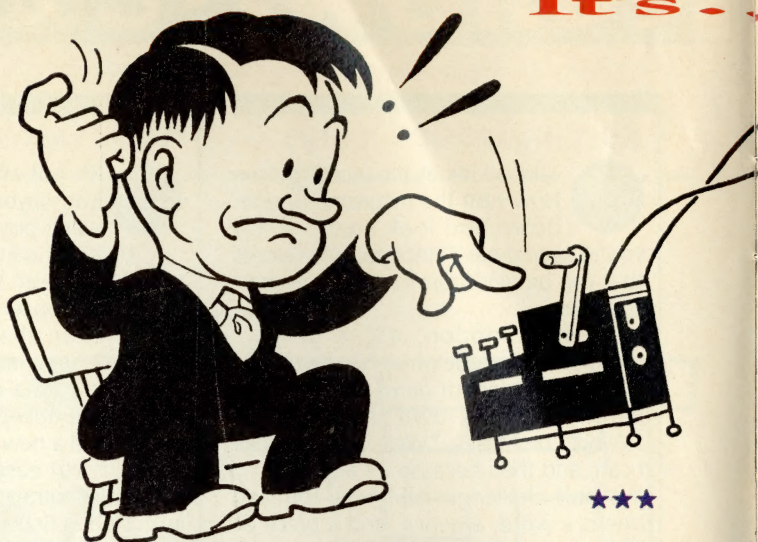
5. Do not call, write, or visit our offices with questions about the contest or its questions. Everything you need to know is right here on these pages.

6. Your entry must include the value for X, the answer to each of the 40 questions, and your name and address. To enter, mail the entry blank (see next page), or a reproduction of it, to: Calculatrivia V, GAMES Magazine, 19 West 21st Street, New York, NY 10010. **IMPORTANT: On the back of your entry, write the value you found for X and circle it.** Entries submitted by fax, phone, or in person will not be accepted. You may enter as often as you like, but each entry must be mailed separately. Entries must be received by March 2, 1992.

by

R. Wayne Schmittberger

**Go Figure:
It's...**



THE QUESTIONS

- a = number of the east-west interstate highway that provides the most direct route between London Bridge and Toad Suck Ferry
- b = highest possible product of three three-digit numbers, all nine of whose digits are different
- c = Earth hours in a Martian day, to the nearest Earth hour
- d = gallons of alcohol in a fifth of standard American 86-proof bourbon
- e = largest whole number evenly divisible into the numbers in the titles of the shows regularly on the air at 9:15 P.M. on Fridays in the fall 1960 CBS and ABC schedules
- f = sum of the rents for the two most expensive properties, with hotels, in the French edition of Monopoly (in francs)
- g = years to Earth in the title of a film originally released as *Quatermass and the Pit*
- h = number of U.S. vice presidents, prior to Dan Quayle, who were born in Indiana
- j = number of whole lemons (including skin and seeds) eaten in 15.3 seconds by Bobby Kempf on May 2, 1979
- k = major arcana in a tarot deck
- l = number of Tour de France races held through 1991 (not counting the abbreviated 1946 race)
- m = number of countries bordering the country whose name differs by only one letter from the name of a U.S. state capital whose name differs only in its two final letters from the name of another U.S. state capital
- n = retired number of the only player to win the James Norris Memorial Trophy eight consecutive years
- p = national anniversary, commemorated on a 1991 U.S. postage stamp, of a country that calls itself "Helvetia" on its own postage stamps



$$x = \frac{\frac{abcde}{(fg(h+j)\frac{(k+l)^{mn}}{p} + \frac{(q+r)s}{t})uv} + \frac{\phi\psi}{\omega}}{\frac{(w^y - \frac{z(\alpha-\beta)\gamma}{\delta+\epsilon+\zeta})(q(\eta-\theta)(\kappa+\lambda)-e)}{c\mu\xi(\sigma-\tau)}}$$

CALCULATRIVIA V

- q** = number spelled out by removing the letters I, R, U, and S from the name of a seventh-century pope
- r** = juror number of the character whose name is Davis in the movie *12 Angry Men*
- s** = number of base hits mysteriously lost by Honus Wagner between the seventh and eighth editions of *The Baseball Encyclopedia*
- t** = date in May that is Flag and University Day in Haiti
- u** = according to quark theory, the number of up quarks in the nucleus of a deuterium atom
- v** = area in square miles, to the nearest 10,000 square miles, of the island whose capital is Nuuk
- w** = total number of Academy Award nominations received by Bette Davis
- y** = 五十, to a Japanese
- z** = number of the U.S. Constitutional amendment ratified in 1795
- α** = highest three-digit number whose name is an anagram of THE NUNS DENIED EVERYTHING
- β** = lines of poetry in Virgil's *Aeneid* that precede the line "ardentisque oculos suffecti sanguine et igni"
- γ** = exact number of minutes saved by driving a 10-mile stretch of road at 65 m.p.h. instead of 55 m.p.h.
- δ** = number of xu in as many dong as there are dollars in a penny
- ε** = number of carbon atoms in a molecule of aspirin
- ζ** = shotgun gauge if the bore diameter is 17.60 millimeters
- η** = year in which Robert E. Lee's father captured a fort at Paulus Hook
- θ** = year of the Diet of Worms
- κ** = in rhyme, the number of different wigs of Gregory Griggs
- λ** = wedding anniversary celebrated by British royal family members Charles and Diana in 1991
- μ** = if it is noon, the exact number of minutes that will pass before the hour and minute hands of a clock will be precisely aligned with one another again, assuming that both hands move at a smooth, continuous rate
- ξ** = first number mentioned in the lyrics of the Beatles' *Sgt. Pepper's Lonely Hearts Club Band* album
- σ** = number of digits in a googolplex
- τ** = number in the title of the movie in which two of the lead characters' names are Pongo and Perdita
- φ** = according to the cover of the July 27–August 2, 1991, *TV Guide*, the number of issues the magazine had published previously
- ψ** = number of different positions that can exist in a chess game immediately after White's second move, assuming each player has made a legal move each turn
- ω** = year in which Pluto will once again become the ninth planet from the sun

Clip or copy this entry blank and mail to: **Calculatrivia V, GAMES Magazine, 19 West 21st Street, New York, NY 10010**

Name _____

Address _____

City _____ State _____ Zip _____

X = _____

(Important: This number must also appear on the back of your envelope.)

a = _____	h = _____	q = _____	y = _____	ζ = _____	σ = _____
b = _____	j = _____	r = _____	z = _____	η = _____	τ = _____
c = _____	k = _____	s = _____	α = _____	θ = _____	φ = _____
d = _____	l = _____	t = _____	β = _____	κ = _____	ψ = _____
e = _____	m = _____	u = _____	γ = _____	λ = _____	ω = _____
f = _____	n = _____	v = _____	δ = _____	μ = _____	
g = _____	p = _____	w = _____	ε = _____	ξ = _____	

CROSSWORDS BY COMPUTER

OR 1,000 NINE-LETTER
WORDS A DAY FOR FUN
AND PROFIT

BY ERIC ALBERT

I've always considered "The World's Most Ornerly Crossword" in GAMES a showcase for the best in modern crossword puzzles. Through the years, solvers have marveled at the clever interlock, the abundance of colorful phrases, and the absence of obscure words. What kind of person could create such a thing?

This article will not help answer that question. The Ornerly puzzle on pages 35-37 of this issue is one that any crossword constructor would be proud of, and it's got my name on it. I have a confession to make, though. I didn't do it. My computer did.

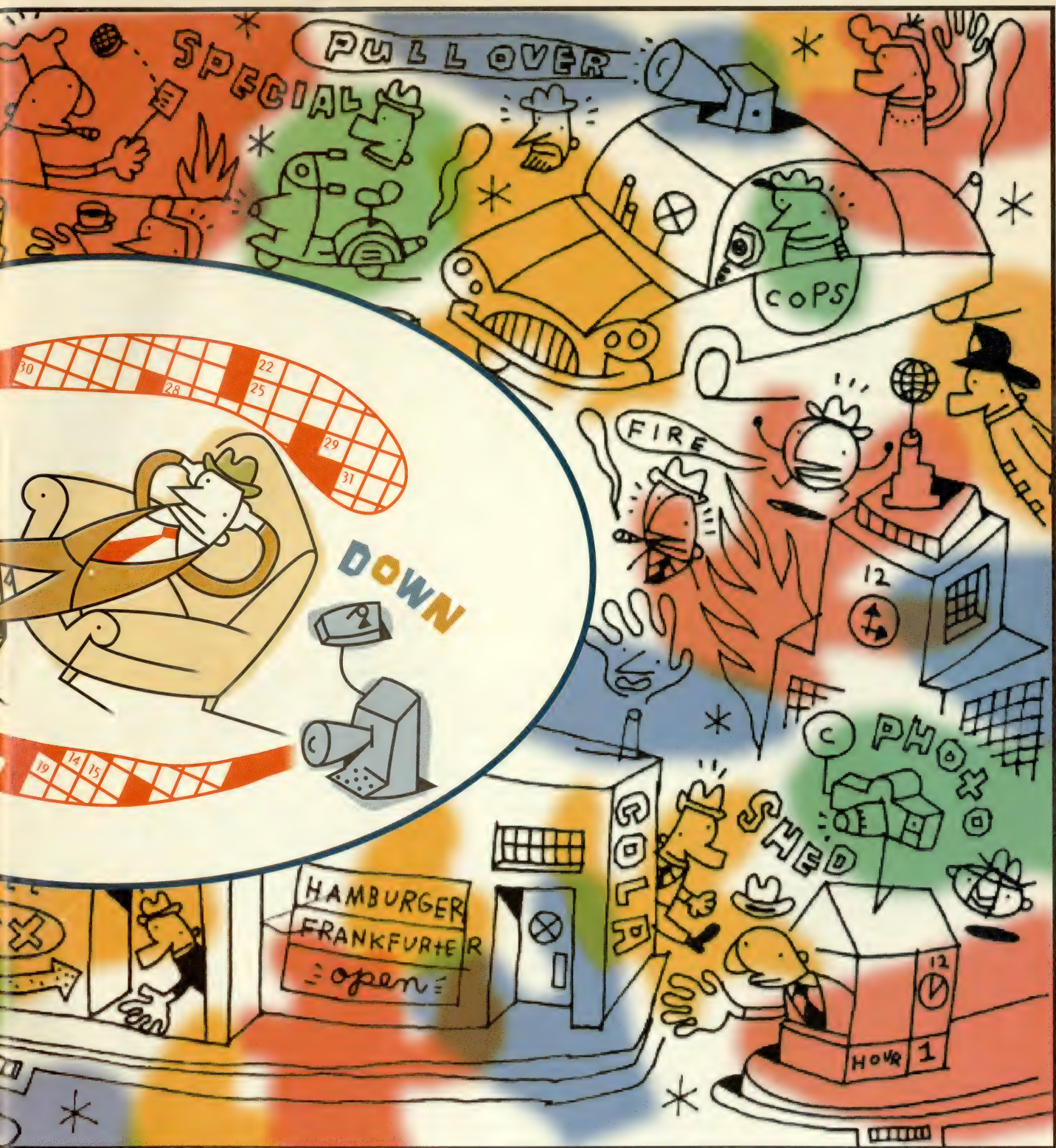


This story begins in the summer of 1989. I was in a quandary. My wife, Peg, and I had recently decided to have a child, and that I would stay home after the birth. I therefore needed a new job, one I could practice from our house while simultaneously feeding and entertaining a baby.

As luck would have it, summer is the time for the annual convention of the National Puzzlers' League. As I sat in the lobby of a Cleveland hotel chatting with noted puzzle constructors like Henry Hook and Scott Marley, I began to consider puzzling as a profession. I could sit in my den, I thought, and dash off cross-

words for magazine editors I already knew through the League. Even better, I would finally have a way to rationalize purchasing every reference book in the world, tax-deductibly, no less.

I told my puzzle colleagues the plan. Their response was immediate: "Give it up now." Apparently, these same



thoughts had come to millions of other people, resulting in the dreaded "buyer's market" and its inevitable corollary—low fees. As one person so aptly put it, "It is a mistake to compete in a market with people who are willing to work for free."

After finding out the pittance paid for most puzzles (\$15 to \$75 for a 15 x 15-

square crossword, \$50 to \$250 for a Sunday-size 21 x 21), I had to agree. Few people could grind them out quickly enough to be able to afford both food and shelter. But could a computer fill crosswords grids, I wondered, and do so at a professional quality level?

I looked around to see what was

commercially available. Not much, it turned out. The few programs that claimed to construct crosswords actually just built a loosely-interlocked crisscross puzzle from a user-supplied list of theme words. No symmetry, no complete cross-checking of letters, no prospect of selling the results.

I also purchased a copy of "The Crossword Puzzler," a program for the IBM PC written by Mel Rosen, well-known constructor and editor. This program was designed as an aid for professional crossworders and helps with making a grid; finding words that match a specified pattern; entering, storing, and retrieving clues; and outputting a grid and clues to a printer. The program performed well, and it certainly made the constructor's job easier. But I didn't want to make the job easier; I wanted to make the job go away.

Since there was nothing I could buy, maybe there was something I could build. A stack of quarters and a few evenings spent in MIT's engineering library resulted in a pile of photocopies of academic articles about crosswords and computers. Several days and much tedious reading later, I concluded that all research so far had focused solely on finding the quickest way to fill a grid, with zero attention paid to the quality of the result.

This approach can best be summarized with a single sentence from the paper "Search Lessons Learned from Crossword Puzzles" by Ginsberg, Frank, Halpin, and Torrance: "Why use a word with a Q when one with an S could be used instead?" The authors meant this question rhetorically, but it has a real-world answer: "Because a puzzle with a Q is more interesting and more likely to sell than one with an S." Noted puzzle constructors like Merl Reagle and Trip Payne pride themselves on their ability to work colorful words and phrases into their grids, and editors use such entries to distinguish between the obviously excellent and the merely mediocre. I had known from the start that my program would have to show a similar skill in word choice; now I realized that I was going to get no help from my academic colleagues. I would have to go it alone.

One Saturday in mid-August of 1989, I locked myself in my air-conditioned office at work and spent 13 straight hours cranking out a crude crossword program on my computer. For its first test, I gave it a tiny grid with 12 empty squares. A few tense minutes later, the program dumped its first fill onto the screen. I let out a whoop of exhilaration. Leaving the program to continue finding other possible combinations, I headed for home.

Monday morning, I hustled into my office and found my program still chugging away. My spirits sank to my sneakers. Crossword constructors had nothing to fear from a competitor that failed to exhaust the possibilities for 12 letters in 36 hours. I put the program out of its misery and decided to call in the cavalry.

Over the next few days I held long talks with my boss Mike Albert (no relation) and my friend Alan Frank. Mike has decades of software engineering experience and Alan is a brilliant developer of computer algorithms. Combining their suggestions with more weekend work gave dramatic results, and a few weeks later my program could finish the test grid in 19 minutes. Still nothing to write home about, but good enough to make me turn my attention to the database problem.

So far, the program had been finding all possible fills for a given grid fragment. But there were often thousands of ways to fill even a small section, and looking through all of them felt suspiciously like work. In addition, most of the fills contained junky words that severely limited any commercial potential. The program had to acquire some taste.

Peg and I ranked all the three- and four-letter database entries using the following sophisticated scheme: 0 = great, 1 = average, 2 = bleah. I modified the program accordingly and the results were markedly better. This was exciting stuff. No one I knew of had previously demonstrated that a program could tell the difference between a good and a bad way to fill a crossword grid.

My puzzle time since then has been spent in three ways: 1) improving the program, 2) improving the database, and 3) constructing and marketing crosswords. Until March 1991, when baby Gus entered the world and I quit my computer job, puzzle time was very hard to come by. Nevertheless, this month's "Crazy Eights" grid shows that I've made some progress.

Most of my program modifications have been speed improvements. The best fill for my original test grid can now be found in four seconds. Speed-up on bigger grid fragments has been at least as dramatic, with some tricky cases now filled 100,000 times faster.

The database work has been the most time-consuming. The challenge was to emulate an expert's ability to choose words. My original solution was to go through the database, one word at a time, and type in an appropriate "goodness" rating for each entry. Two years later, that's still my solution—and I'm still typing.

I rank 1,000 words a day, come rain or shine. In two weeks (from this writing) I'll finish off the nine-letter entries, take a brief sabbatical, and then start in on the tens. Word-ranking is a hobby I can recommend only to those who get overstimulated watching paint dry.

The rating system now has 13 categories, from 0 to 12 (see sidebar, next page).

The rankings are designed to capture the distinctions required to fill grids at a quality level indistinguishable from that of the best human constructors. It had better; any rating system change now would force me to rerank the 257,837 database entries I've already done.

Ranking requires things to rank. Originally, I collected the unabridged and collegiate dictionaries that were available in computer-readable form and munched them all together. This gave me good basic coverage of English words; in fact, it was overkill. More than half of these entries had to be given the lowest ranking because of their obscurity. Among these words to avoid were all "crosswordese," those ancient weights, heraldic terms, and variant spellings of minor Hindu deities that longtime solvers have grown all too familiar with.

I added computer copies of several phrase dictionaries, a thesaurus or two, and some long lists of proper names. Now I lusted after a source for those pop-culture references that topnotch constructors use to spice up their grids. Mike Albert came through once again, collecting for me a passel of entertainment programs from various computer networks. These products were intended to test the user's knowledge of movies or sports or rock 'n' roll. But they also provided databases that, once decoded, could be raided for my own purposes.

Alas, some crossword puzzle entries cannot be found in any available computer file, entries like RLS ("*Treasure Island* author's monogram") and ASAN ("Strong __ ox"). The thousands of such items in my database have been laboriously collected from actual puzzles and entered by hand. My hand. Whenever some wise guy says doing crosswords by computer isn't "really" work I think to myself, "You've obviously never spent a day typing in 4,000 Roman numerals."

How I use the computer to construct a crossword changes from week to week as I automate more tasks and take on new challenges. Here's a snapshot for August 1991.

First, I come up with a set of theme entries. This is a creative endeavor, so there's no single correct approach. I often ask a friend for an idea, or think of one myself, but the computer can also be surprisingly helpful. Say I've decided to commemorate Vincent van Gogh by creating a puzzle in which each of the long entries has had the word EAR removed. I instruct a search program to show me the appropriate database entries, and, five seconds later, I can paw through a list containing items like "Amelia Earhart," "béarnaise sauce," and "rear-view mirror."

WHAT A WORD'S WORTH

Categorizing entries is subjective and somewhat arbitrary. Since I construct puzzles for mainstream publications, my rating system attempts to reflect the average solver's tastes and still retain enough of my personal prejudices to give the puzzles a unique flavor.

In my scheme, multiple-word phrases and full names rank very high. Hipness, vividness, and interesting quirkiness raise an entry's value. So do rare letters like J, K, Q, X, and Z. Prefixes and suffixes (PRE-, -ED, -ATION) lower a rating. Crossword clichés (OLEO), trade names (NIKON), abbreviations (STD.), and words that are foreign (OEUF) or difficult to clue in fresh ways (HER) get marked down. Fill-in-the-blank entries (like OFLA for *Man ___ Mancha*) receive poor ratings. So do words that seem to require more than a high-school education (HAUBERK).

Descriptions (with examples) of my categories:

- 0 - **FABULOUS** (KUMQUAT, QUICK FIX)
- 1 - **GREAT** (NEW YORK, AL HIRT)
- 2 - **VERY GOOD** (AMAZON, JAWBONE)
- 3 - **COLORFUL** (TULIP, BABOON)
- 4 - **ABOVE AVERAGE** (ASPARAGUS, MACAO)
- 5 - **AVERAGE** (INN, ECONOMY)
- 6 - **BELOW AVERAGE** (TIPS, KNOCKED)
- 7 - **BORING** (LATERALLY, ELLS)
- 8 - **FLAWED** (YOU'LL, OCT)
- 9 - **STRETCHING** (COWY, BITERS)
- 10 - **YUCKY** (COWIER, ANOA)
- 11 - **SPECIALIZED** (UCALEGON, <obscene>)
- 12 - **VERY YUCKY** (BERT L., SHILFA)

I usually fill grids using only entries with a rating of 9 or better. For an extremely tough corner, I have occasionally turned on the 10s. I hope never to be so desperate that I consider using the 12s.

—E.A.

Once I've chosen the theme entries, I copy them into a blank grid of the appropriate size. Then I add the black squares. This is an eminently computerizable function, and one that I hope to get to soon.

Next, I break the grid into pieces, since the program is not fast enough to

fill an entire puzzle at once. The size of these sections has gotten larger and larger over the years. This month's Ornerly, for example, was constructed from only 11 pieces.

Then my program does its thing with each grid piece. I can specify lots of requirements like "this square must be a vowel" or "don't use this word," but mostly I just let it run. The program will usually display the first fill in a few seconds, but the time it takes to find the best fill varies considerably. On a 33-megahertz IBM-PC 486 clone with 16 megabytes of memory, the program can exhaustively examine all possible ways to fill the 36 non-theme entries in the major diagonal of a 21 x 21 grid, and choose the best one, in 5 to 12 hours.

This may not strike you as super-speedy and, in fact, GAMES's own Mike Shenk could probably do the same thing in 20 minutes. There are three points to consider, though. First, I'm not Mike Shenk. Like much automation, my program puts the skills of an expert into the hands of a novice. Second, given the current trends in computer hardware, I am quite confident that several years from now the program will also be able to finish this fill in 20 minutes. Third, not even Mike Shenk can fill grids in his sleep. I can.

Over the years, some crossword experts have speculated that computer-filled grids would be lifeless and mechanical. I disagreed, pointing out that my taste in words was exquisitely well-defined by the hundreds of thousands of ranking decisions contained in my database. The computer fills grids the way that I would if I had the patience (and the longevity) to examine every possibility. Ironically, the results are more "Eric Albert-ish" than I could ever come up with on my own.

When the computer has filled all of the sections, I clue the puzzle. By hand. Someday a computer may be able to toss off hip, punny, human clues. But not today, and not tomorrow. For the foreseeable future, Henry Hook will remain inimitable. And that, as Henry would put it, is probably just as well.

Man quits job to raise child and construct crosswords by computer." It certainly sounds like a great human-interest story. But what's the bottom line? Can such a crazy scheme succeed?

So far, I'm happy to say, I have sold every computer-generated crossword I have constructed, and to the most-respected and highest-paying markets. Each month brings more requests for more puzzles. And solvers seem pleased with my work.

What does the future hold? Well, you can bet that in two weeks I'll be starting work on an Ornerly Crossword called "Crazy Nines." And, in the long run, I believe computers will play an ever bigger role in the crossword world.

Official Publications, a major publisher of newsstand puzzle magazines, has automated the majority of their operations, from grid checking through typesetting and page layout. They can now put some issues together in hours instead of days, at a considerably reduced cost.

Newspaper Enterprise Association, one of the nation's largest feature syndicates, distributes a computer-generated crossword to hundreds of newspapers every day. For cleverness, their puzzle will never set the world on fire, but the company has had few complaints from solvers. And NEA's approach of creating a database of stock clues for the computer to choose from has already been emulated by at least one large crossword magazine company.

More constructors are also getting on board. Some now use Mel Rosen's PC program. Others may be interested in CCS ("Crossword Construction Set") for the Macintosh, a recent offering by Brian Sheppard. It has many of the features of Rosen's product and can use a 250,000-entry database to fill grid sections of up to 25 words. Because this database is not ranked for quality, the filling process requires the user to make many interactive decisions. Still, CCS significantly reduces a constructor's burden.

Will computers replace puzzle people? Yes and no. The workaday constructors, those who grind out grids packed with crosswordese, are doomed. My program can already fill a grid more quickly and more skillfully than they can, and for pennies a puzzle. Competitive forces will eventually force the majority of the newsstand publishers and syndicates to follow the lead of Official Publications and Newspaper Enterprise Association.

But in the upper echelon, where the emphasis is on a tricky theme and a clever clue, machines will have a much smaller impact. Creativity will keep classy constructors ahead of the computer for years to come. Mike Shenk, Merl Reagle, Henry Hook: Keep your day jobs. ■

Eric Albert is a frequent contributor to GAMES.

PROGRAM NOTES

- *Mel Rosen's Crossword Puzzler costs \$150 and is available from Rosen, 11718 Nicklaus Circle, Tampa, FL 33624. A demo disk can be purchased for \$10.*
- *CCS costs \$495 and is available from Alan Richter, 340 Riverside Drive, Apartment 3-D, New York, NY 10025.*

TWO PIECES OF I.D.

O.K., here's the M.O.: The evening scene below illustrates at least 39 people, places, and things that can be identified by two initials. E.g., the lightbulb in the sky suggests G.E., and the hand at the bottom of the page signifies O.K. How many of the other letter pairs can you I.D.? P.S.—Finding 30 or more indicates a high I.Q.!

ANSWERS, PAGE 38

☆☆



By Will Shortz • Collage by John Craig



THE PUZZLING NO

At 55, Nob Yoshigahara is the foremost designer, collector, and popularizer of logical and mechanical puzzles in Japan. He has written more than 50 puzzle books, has a monthly column in the popular science magazine *Quark*, and has appeared frequently on Japanese television. His studio in the Iidabashi district of Tokyo houses a collection of more than 8,000 puzzles, many of them antiques, and a large library of rare puzzle books. Nob's collection formed an important part of the exhibition "Puzzles Old and New," which traveled to museums around the world during the past four years.

Nob says he got his start in puzzles during the war, when at age 7 he was evacuated from Tokyo to the provincial town of Iwakuni, near Hiroshima. He had few friends, and whiled away his time solving a traditional peg solitaire puzzle he found in his grandfather's attic. Although none of the adults around him could solve the puzzle, he found an elegant solution, and a new love.

In college he studied chemical engineering—and magic on the side. An accomplished close-up magician, he still gives classes to amateur magicians in Tokyo. After college, he worked as a chemical engineer at a petroleum company until getting badly burned in an industrial accident. Recovery took years, and to make a living, Nob turned to teaching and writing about popular science and, increasingly, puzzles. At around age 30, he began inventing his own.

Today, Nob works with three puzzle factories, Hikimi, Toyo, and Hanayama, producing attractive puzzles in wood, glass, and cast iron. In one set of elegant block puzzles, which he created for Hikimi, each puzzle fits in a traditional Japanese square wooden sake cup. The puckish Nob titled the series "For Your Own Sake."

Nob has achieved fame in Japan as the inventor of some of the hardest mechanical puzzles—and some of the easiest! And sometimes what looks easy turns out to be hard. For example, his "Ant" puzzle consists of just four square cards showing paths of an underground ant farm. The object is to put them together into a 2 x 2 square to complete the picture, with all paths at the edges matching. The cartoon art adds to the puzzle's appearance of simplicity. But since the cards are printed on two sides, and each side can be positioned in any of four different ways, there are actually more than 24,500 permutations for the solver to consider. Clearly, a random solving approach would be unwise, and exhaustive trials would be ... well, exhausting. A systematic analysis is the key to finding the answer.

Nob has taken many classical Western puzzle ideas and introduced them in Japan with a new twist (for example, see "Sun Blocks" on the facing page). He always tries to make his puzzles entertaining, rather than just challenging. He says, "A good puzzle needs something unusual, something ridiculous, something strange ... something that normal thinking is not enough to solve. You have to look at the puzzle sideways. If someone solves a puzzle through exhaustive analysis, that's too much like work. Puzzles are for the other side of the brain."

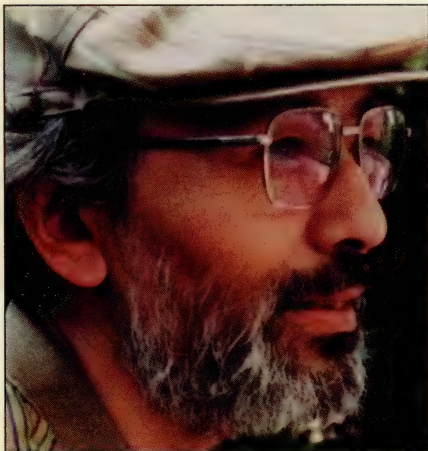
In addition to creating puzzles in traditional formats, Nob has developed a computer software package called "Puzzletopia," with a suite of 20 puzzles and games, some old and some new. The graphics and sound effects are wonderful—whimsical, alluring, and delightful. Some 10,000 copies have been sold in Japan, with many more pirated, according to Nob. Unfortunately, it's currently available only for the NEC computer.

For more than 20 years Nob has been traveling the world hunting for classic puzzles and attending international puzzlers' gatherings. He will host a major one himself this summer in Tokyo.

Nob's sense of humor and love of the unexpected have made him very popular at these gatherings, where he is known as something of a practical joker. He has at various points introduced the "one-piece wooden burr puzzle" and the "1 x 1 x 1" Rubik's Cube (which looks like a colored die)!

Nob says that his jokes are too strong for most Japanese. His Western puzzle friends say, "Nob, you aren't Japanese!" Once, when he had a mustache, someone asked him if it was fake. "Oh, yes," he said. "This is a fake. The genuine one is in my pocket!" ■

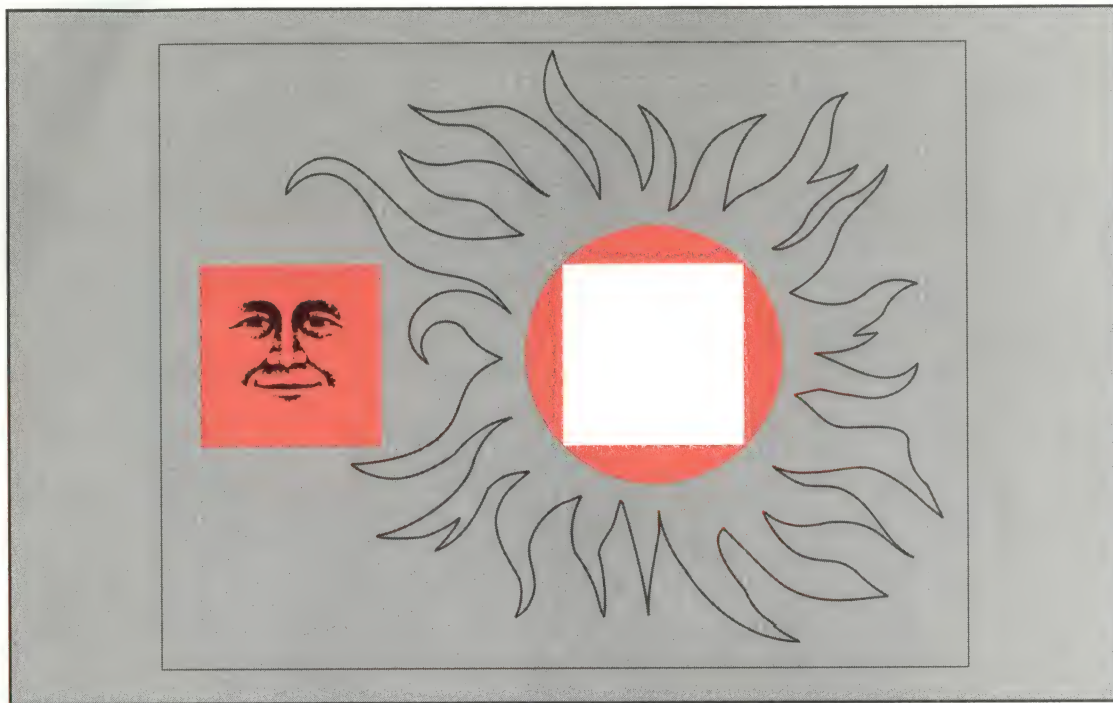
Robert High is secretary of the American Go Association and is writing a book called The Art of the Puzzle.



BY ROBERT HIGH

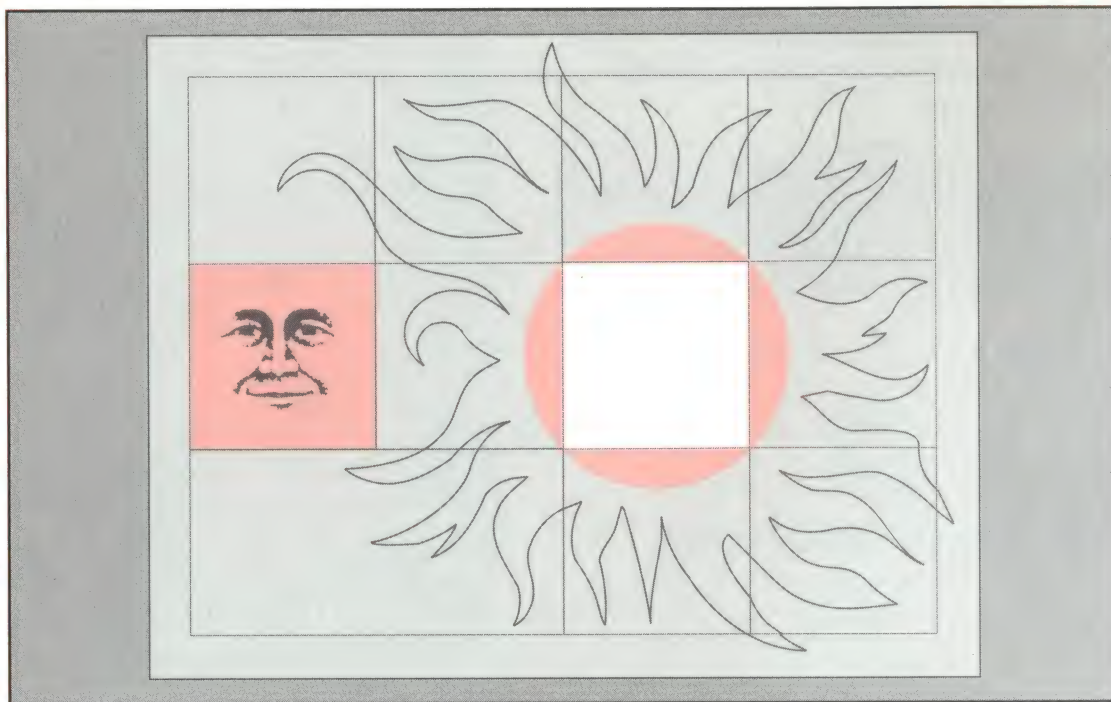
OB YOSHIGAHARA

SUN BLOCKS



Pop out the puzzle pieces along the perforations. Place them in their appropriate spaces in the grid below. Then slide the blocks until you complete the picture with the sun's face positioned correctly in the middle. ANSWER, PAGE 38

Sun Blocks looks easy—and it is—yet 9 out of 10 solvers are unable to solve it. It's based on a puzzle patented by J.I. Wiley in 1914, but the new version, with an ingenious new twist by Yoshigahara, is even more elegant than the original. • To start, remove the puzzle pieces along the perforated lines. Throw away the blank piece. Set the others in the grid so the designs on the pieces match the ones underneath. Then slide the pieces until you complete the picture with the sun's face positioned correctly in the center. Do not pick up or rotate any pieces in solving. • The minimum solution consists of just 28 moves. But solving the puzzle in *any* number of moves—and being able to explain how you did it—qualifies you as one of the cleverest people under the sun. ANSWER, PAGE 38



COMING DISTRACTIONS

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If you're looking for some extra money, you've come to the right place. The dollar-sign grid below contains 40 words and phrases for money. Answers can be found horizontally,

vertically, or diagonally, but always in a straight line. We think you'll get your money's worth out of the puzzle, but if you can't find a word's cache, check the Answers. **ANSWER, PAGE 38**

```

                T Y P R           H E H T
                O L E Y           P A S N
                S D T N           I O N E
                O H F N H T R O W S T N E C O W T
                F R A I E I E Y N D M U C H O D I N E R O
                S L H T N I P C I S O Y F E S E A O H S W
                D O E L D O O B A M E L O N G G R E E N G E T
                P O G A I           B A S E           N N D S           R T U E A
                M R G M           A D H G           C A U Y           B A O N
                D E E L           N O A A           Y H A F           L A N D
                L M T T           K S M B           D C I E
                N I S O T           N K U U           D L T C
                U E M N Y R O C Z C S I N T L G O K A N
                N A A C P T A A K T Y H U A R L P E E T H
                A T I L T E B M S W Y D I M L D L S N L A
                S T C S N O E L O M I S W C T H N F R O
                O E N U           U T A A           G E E H A
                O E C Y           W I M S           H T E N
                P O L E           R R L I           F B P H           E A O D
                T E I M           E G E I           F O U N           S I E O
                T A A S K           K E D T           N W M O           Y L G L E
                N D N M O N C R A L L O D Y T H G I M L A E Y
                K C U B W A S E L B U O D P U D O I B D N
                B O T T O M D O L L A R H E A N M B D W I
                L S S S O N I E C U T T E L A S C
                A L C E           N Y O C
                D K A R           M O A R
                S K T W           C A I N
    
```

- | | | | |
|-----------------|----------------|--------------|-----------------|
| ALMIGHTY DOLLAR | COOL MILLION | LONG GREEN | SIMOLEONS |
| BANKNOTES | DO-RE-MI | MAZUMA | SMACKEROOS |
| BOODLE | DOUBLE SAWBUCK | MEGABUCKS | SMALL CHANGE |
| BOTTOM DOLLAR | DOUGH | MOOLAH | SPONDULICKS |
| BREAD | EASY MONEY | MUCHO DINERO | TEN-SPOT |
| CABBAGE | FILTHY LUCRE | NEST EGG | THIN DIME |
| CHICKEN FEED | FUNNY MONEY | PEANUTS | TIDY SUM |
| CLAMS | GREENBACKS | PETTY CASH | TWO BITS |
| C-NOTE | LEGAL TENDER | PRETTY PENNY | TWO CENTS WORTH |
| COLD CASH | LETTUCE | RED CENT | WAMPUM |

FUNNY DUOS ★

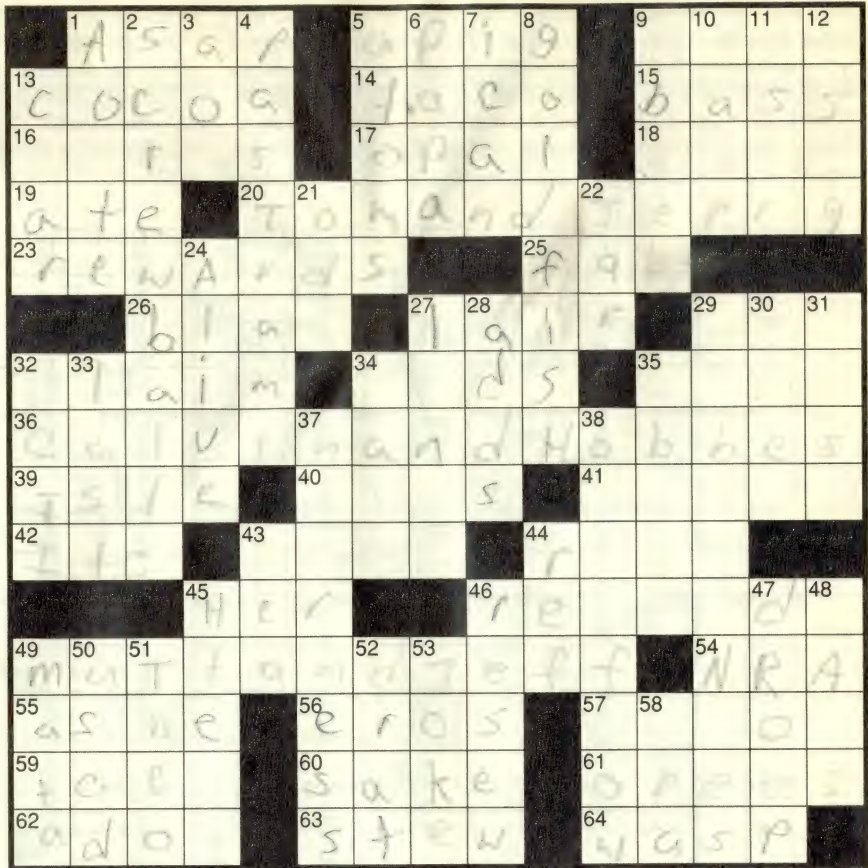
BY PETER GORDON

ACROSS

- 1 Abbreviation on an invitation
- 5 Buy ___ in a poke: 2 wds.
- 9 Fail's alternative
- 13 Drink often garnished with marshmallows
- 14 Mexican snack
- 15 Kind of clef or saxophone
- 16 Throws forcefully
- 17 October birthstone
- 18 It offsets a loss
- 19 Had lunch
- 20 Cat/mouse duo of cartoons: 3 wds.
- 23 Moneys for catching outlaws
- 25 Craze
- 26 Gil ___ (French novel hero)
- 27 Lion's den
- 29 Grand Coulee, for one
- 32 Assertion
- 34 Writing tablets
- 35 Prefix with "vision" or "port"
- 36 Boy/tiger duo of comics: 3 wds.
- 39 Land surrounded by sea
- 40 Frosts a cake
- 41 Give a guarantee
- 42 "___ Now or Never"
- 43 Plays a part
- 44 Tenant's expense
- 45 That lady
- 46 Enjoys a book a second time
- 49 Tall guy/short guy duo of comics: 3 wds.
- 54 Gun owners' group: Abbr.
- 55 Tennis great Arthur
- 56 Greek god of love
- 57 Indicate awareness of a fact: 2 wds.
- 59 Abound
- 60 "For Pete's ___!"
- 61 Popular sandwich cookies
- 62 Fusses
- 63 Meat-and-potatoes dish
- 64 Stinging insect

DOWN

- 1 Highway
- 2 Tricky pitches
- 3 Book in an encyclopedia: Abbr.
- 4 Deli meat
- 5 Molecule parts
- 6 One of the Three Bears
- 7 "___ See for Miles" (song by The Who): 2 wds.
- 8 Pet in a bowl
- 9 Called on an intercom
- 10 Controversial apple spray
- 11 Agitate
- 12 Creator of the Walkman
- 13 Burn up
- 21 "___ bodkins!" (old oath)
- 22 Jelly container
- 24 "Stayin' ___" (Bee Gees song)
- 27 Highway divisions
- 28 Calculates a total
- 29 They have coming-out parties
- 30 Actor Baldwin
- 31 Interlock, as gears
- 32 Half of CDIV
- 33 Final
- 34 Treaty
- 35 Steak cut
- 37 Pleasant quality
- 38 Flood, as a basin
- 43 Cry of discovery
- 44 Football judge
- 45 Goblet parts
- 46 Stitch again
- 47 Sag
- 48 Without: Fr.
- 49 ___ Hari (notorious spy)
- 50 Not new, as cars
- 51 Cliff Huxtable's son
- 52 "Doggone it!"
- 53 One-liner, for example
- 58 Pitching stat



ANSWER, PAGE 38

WALL-TO-WALL ★

BY PENNY A. ROMAN

This puzzle is designed to drive you up the wall. That's because each clue leads to a word or phrase containing WALL. For example, the clue "Australian marsupial" would

lead to the answer WALLABY, while "Do the utmost (for someone)" is GO TO THE WALL FOR. Only experts will get a wallopping 12 or more answers

ANSWERS, PAGE 38

- 1. New York's financial center wall street
- 2. Billfold wallet
- 3. City in southeastern Washington _____
- 4. Confederate general at Bull Run _____
- 5. 1,500-mile-long Asian landmark great wall
- 6. One who only watches at a dance wall flower
- 7. Tire type _____
- 8. Sign of eventual defeat _____
- 9. British commander in the American Revolution cornwallis
- 10. Cocktail similar to a screwdriver brandy wallinger
- 11. Unconventional, as humor _____
- 12. Religious landmark in Jerusalem _____
- 13. "Ain't Misbehavin'" pianist _____
- 14. Warning about eavesdroppers _____

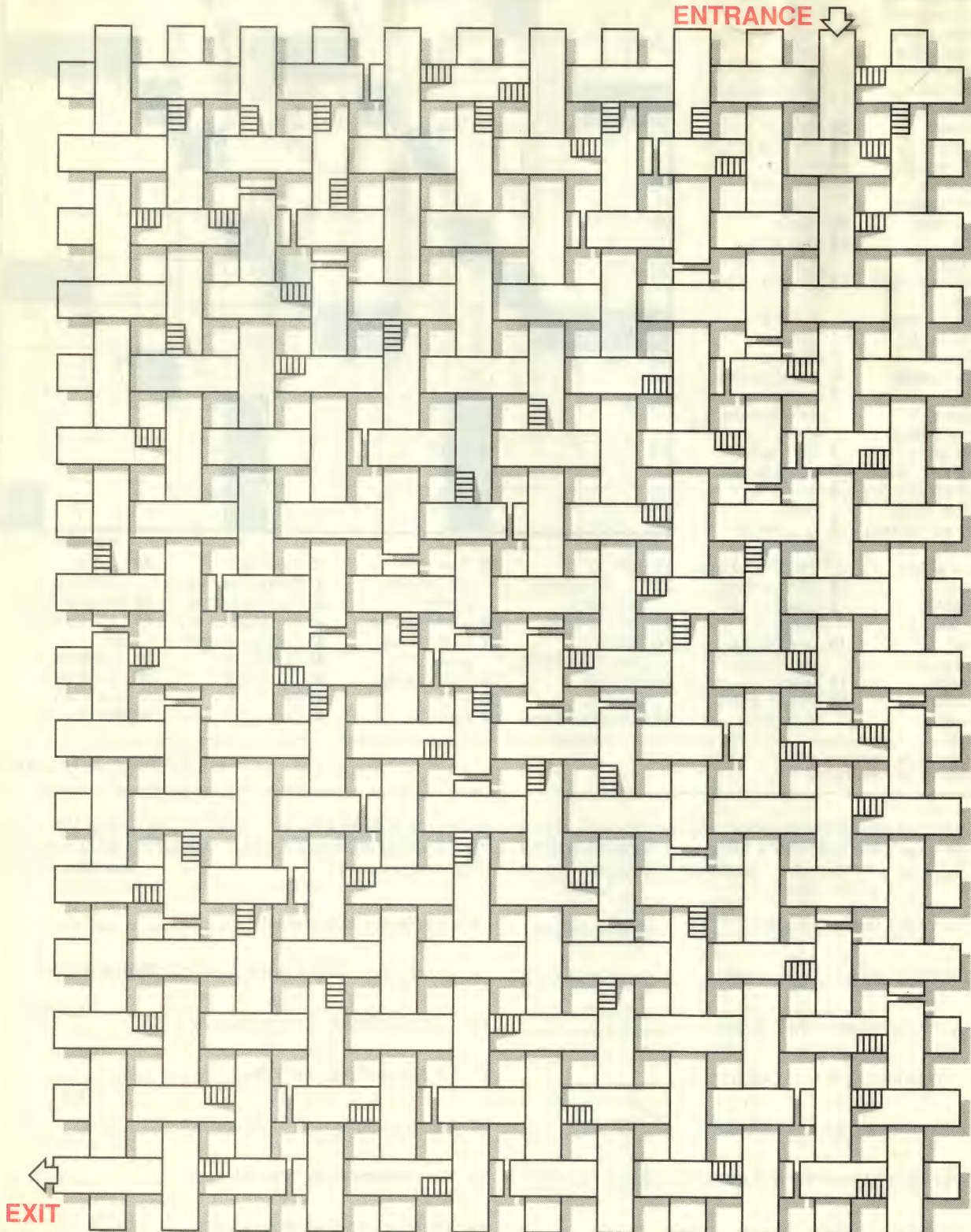
FLIGHTS OF FANCY ★★★

BY PATRICK BALDUS

Welcome to the newly opened Institute for Bureaucratic Studies. As you've no doubt noticed, the building—designed by the renowned Frank Lloyd Wrong, you know—is a masterpiece of marvelously simple walkways and flights of stairs. We're now in the lobby—see, it's marked by the "Entrance" arrow on this map, and the arrow at the bottom indicates the only exit from the building. If you'd like to look around, feel free

to use any of the underpasses to walk under the walkways. You can also use the stairs to go from one level to the next, either up or down. Whatever you do, though, don't try to jump one of the open gaps in the walkways (that's how we lost poor Mr. Bumblefutz in Accounting). Well, I must be off now to shuffle some papers. You can find your own way out, can't you?

ANSWERS, PAGE 39



In this crossword puzzle, the clues appear in the grid itself. Enter the answers in the direction of the pointers.

ANSWER, PAGE 39

Phone inventor	Tomato	Sister of Zsa Zsa	Crosses out	▼	Black leopard	Moved rapidly	General Robert	Starchy Turkish dish	"Golly!"	They work with MDs	Donkeys	TV oldie — Train	▼	Swamp	Sack	Thrill	Lucy's <i>Peanuts</i> brother	For fear that	
▶ A	▶ I	▶ E	▶ a	▶ n	▶ d	▶ e	▶ r	▶ G	▶ r	▶ a	▶ h	▶ a	▶ m	▶ b	▶ e	▶ L	▶ L		
Where cakes bake	▶ O	▶ U	▶ e	▶ n	Scary sequel of 1986	▶ L	▶ e	▶ s	Hockey team player	▶ g	▶ o	▶ a	▶ i	▶ e					
Great in scope	▶ a	▶ t	▶ r	▶ e	Break from class	▶ e	▶ s	▶ s	Pianos' kin	▶ o	▶ r	▶ a	▶ n	▶ s					
Fish related to the pike	▶ h	Kind of pad or tender	Slants	▶ e	Golfer's peg	▶ e	▶ r	▶ e	Gotten out of bed	▶ e	▶ r	▶ e	▶ r	Famed pharaoh	▶ T	▶ u	▶ t		
▶	▶	▶	▶	▶	▶	Spring flower	▶	▶	▶	▶	▶	▶	▶	"— a Lady" Lip —	▶	▶	▶	School theme papers	
Took a look	▶	▶	▶	▶	▶	▶	Anger	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶
Golfers' org.	▶	▶	▶	▶	Part of a century	▶	Queen's topper	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶
Crow's-nest sighting	▶	▶	▶	▶	Pursued	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶
Different	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶
Rich coffee flavor	Turn the — cheek	Old hag	Pen (up) Farm workers	▶	▶	▶	▶	Peter Pan pouch	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶
▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶
Kleenex and Xerox	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶
Treat for Winnie-the-Pooh	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶
Finale	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶
Mend again	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶
Classic Disney movie	In the thick of	"Forget it!"	Trousers Type of bobsled	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶
▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶
Cut the grass	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶
Wedding promise	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶
Golf ball feature	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶
Spooks	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶
Mortise partner, in joints	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶	▶

CRISSCROSS QUOTATION ★

BY WILL SHORTZ

Fill in the missing letters in the grid below (everywhere that words intersect) to complete a framework of words reading across and down. Then transfer these letters to the appropriately numbered dashes below the grid. The result will be a quotation followed by its author's name.

ANSWER, PAGE 39

36	H	O	26	U	N	68	T		S	E	51	S	M	22	L	71	G	11		
I			O			C		W		O			X			P		O		
69	Y	L	18	N		32	V	61	D	E	44	T	L	20		P		U		
D			M			C		S			I				G		R	R		
9	K	Y	52	C	R	37	P	16	31		Z			E		O		S		
U			D			P				E	49	M	E	72	A	17	L	8		
R			A			F				F							R	L		
29	R	6	63			45	R	A	T	28	R	1	O		56	H	42	E	2	
E		F				C				R		O			A		U			
57	H	14	M	B	65	33				A	39	E	35	D	66	O	40	I	23	
			R			O									O				H	
67	L	55	P	4	O	10	A	27	I	34				T			K		A	
I			T		E		M		A		G		P	13	Y	S	3	C	70	
L			H		L		A	21	I	62	K		A				N		M	
54	Z	24	N	59		N			A		O		N				D			
G			U		50	I	19	64	15	58	46	I	N	7	S		L		W	
R			G		Y			O		O					F		R	30	C	48
A			H		53	L	O	12		L				U			E		O	
5	A	47	T	41			N			43	E	T	T	25	E	D	38	U	60	

- 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
- 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32
- 33 34 35 36 37 38 39 40 41 42 43 44 45 46
- 47 48 49 50 51 52 53 54 55 56 57 58
- 59 60 61 62 63 64 65 66 67 68 69 70 71 72

Harry Haydn, the not-so-noted composer, is just a tad less prolific than his distant ancestor Franz Josef, who managed to dash off 104 symphonies. If truth be told, Harry's *first* symphony is still unfinished! But he's got a good excuse: All the musical instruments he needs are misplaced around his room, and he can't seem to find any of them. If you can find

the 19 instruments he's lost (accordion, bassoon, clarinet, cowbell, cymbals, drum with drumsticks, flute, French horn, guitar, harmonica, harp, kettledrum, piano, triangle, trombone, trumpet, saxophone, violin, xylophone), you'll help Harry settle the score.

ANSWER, PAGE 39



Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—that have been translated into simple cipher alphabets. Letter substitutions remain constant throughout any one cipher, but change from

one cipher to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun or title. Clues are given at the bottom of the page to provide assistance if you need it.

ANSWERS, PAGE 39

1. CRYPTOON

FTLLRXRD ATVJ! HPT FC
 FMT WCPJQ TDCACSQ,
 VT'UT OTTA JTWWRAY
 FMCPJNAHJ CX FMTJT
 "HRKKRAY JNWTJ" JRYAJ!



2. YIELD SIGN

WAHQKMIUBLAH, CSLWS LI
 IYVVAIKG BA PK U
 BCA-CUX IBMKKB, LI
 BMKUBKG PX TUHX UI LE
 LB CKMK U GLQLGKG
 SLJSCUX.—*TLII *TUHHKMI

3. HACKS

MZL DPBVN ZTB GJUB MZL
 YZMLTJOBTN: MPVX
 ZMSNB VXB JT GJYBENBN
 ZEL VZADBT CJVX VXB
 ABVBT.

4. STOCKING UP

DIKIDH FIJHF IKH DKHIX
 MJILHF XE ZBR
 VPHYMHPFVUH VXHNF XE
 FHJJ IX REBK ESP DIKIDH
 FIJH FVY RHIKF TKEN PES.

5. NOT YOU AGAIN!

TPIQSFVMI MVIWSBU
 ZTZGL EKVBVDVM
 AMZVBUGL MVWCZMFCB
 TSBTGPUVI KZI DZIZQI
 ICLZBY "IVV LSP ISSB."

6. THE OLD SWITCHEROO

VPWMEH IXIBJIW: "VUM
 ZSWPXB AJMKPQMXPPIE
 ZIWAIPBX" ZIX FM
 JMIJJIXBMQ VS "QIWX!
 MEMZVPXB VPWM PK
 IAAJSIZUPXB!"

7. CIRCULAR REASONING

VTYZV LTVWK YVZFB
 UIKWD EIIHK YZPKI SIFJX
 JTPHX LTJBK LTPHX
 ZBTHM YJTUK, SOFVI
 ZVFIH YJZLE OTGIJ ZQTGI
 YVTPX.

TIPS AND CLUES

Cipher 1: Compare ciphertext patterns FMT and FMTJT. They represent THE and THESE respectively.
Cipher 2: Note the two-letter ciphertext words LI, LE, and LB. Ciphertext L represents plaintext I. That means ciphertext U, which appears by itself, is probably A.
Cipher 3: Ciphertext B, which appears 12 times, is a good bet to be the most common English letter, E.
Cipher 4: Ciphertext F, which appears at the end of four words, represents plaintext S. Bonus hint: Ciphertext X=1.
Cipher 5: The V and S, doubled in IV and ISSB, represent vowels. Ciphertext 6: Ciphertext pattern -PXB, which ends three words, is plaintext ending -ING. Note its "switcheroo" at the end of ZIWAIPBX.
Cipher 7: The five vowels A, E, I, O, and U are represented by F, I, P, T, and Z, though not necessarily in that order.

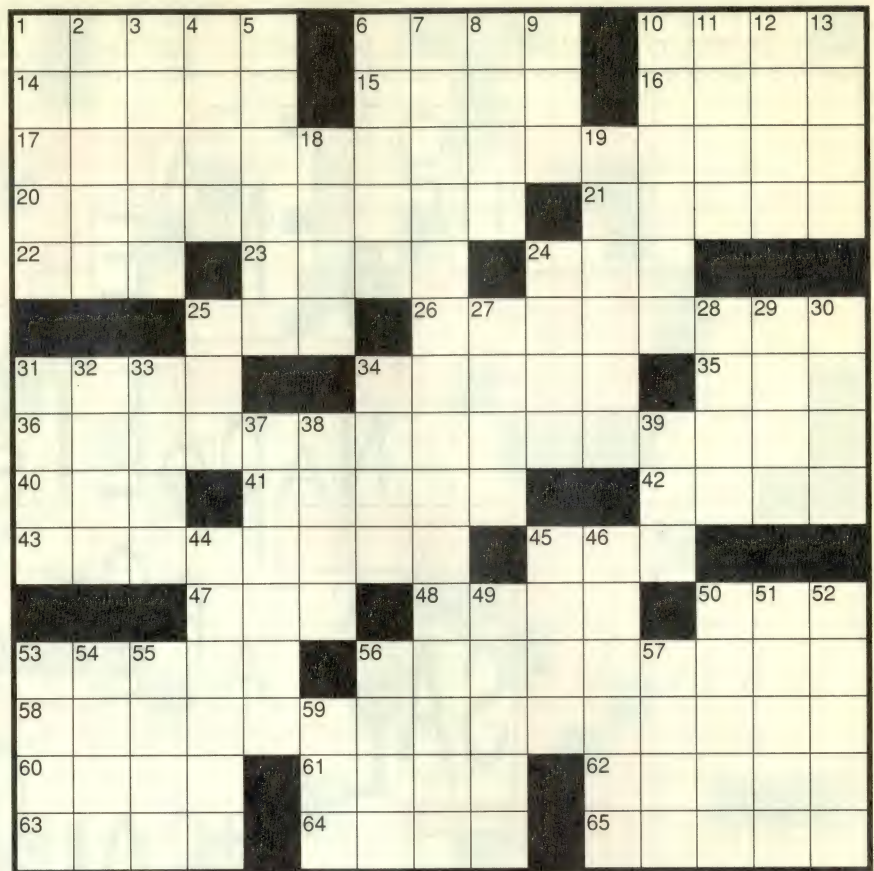
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ACROSS

- 1 "Be prepared," for the Boy Scouts
- 6 ___ Team (George Peppard series): 2 wds.
- 10 Like the jet set's attire
- 14 "Doe, ___, ...": 2 wds.
- 15 Writer Fleming and others
- 16 Sharpen
- 17 Sets: 2 wds.
- 20 Set
- 21 In ___ (having difficulties): 2 wds.
- 22 Charlemagne's empire: Abbr.
- 23 *Damn Yankees* temptress
- 24 Pub drink
- 25 If it's broken, it has to be set
- 26 Upsetting, in slang
- 31 Woodwind instrument
- 34 Have a verbal set-to
- 35 Right this minute
- 36 Sets: 3 wds.
- 40 Dover's state: Abbr.
- 41 Drizzles
- 42 Morning's end
- 43 Setting out
- 45 Actress Lupino
- 47 OPEC concern
- 48 Old-time worker
- 50 Ted Koppel's network
- 53 Opera songs
- 56 Set
- 58 Sets: 4 wds.
- 60 It thickens in some stories
- 61 "___ It Romantic?"
- 62 Occupied, as a phone booth: 2 wds.
- 63 Bills featuring Hamilton
- 64 Memo
- 65 Idiots

DOWN

- 1 You can set a fire with one
- 2 Scent: Fr.
- 3 Past, present, or future
- 4 Circus "big top"
- 5 Baltimore player
- 6 Kind of wave or pool
- 7 Set: 2 wds.
- 8 One of the deadly sins
- 9 "___ live and breathe!": 2 wds.
- 10 Sculptor's tool
- 11 Old skirt feature
- 12 ___ uncertain terms: 2 wds.
- 13 ___ *la vie!*
- 18 Urban pollution
- 19 NaCl vendor
- 24 "Three men in ___": 2 wds.
- 25 Appomattox Courthouse surrenderer
- 27 FBI men: Abbr.
- 28 Prefix with "Chinese"



ANSWER, PAGE 38

- 29 Canceled, as a rocket launch
- 30 Actress Verdon, who played 23-Across
- 31 Bookies set them
- 32 Harvard veggie
- 33 *Man* ___ *Mancha*: 2 wds.
- 34 B ___ "boy": 2 wds.
- 37 User of a paint set
- 38 Kite attachment
- 39 ___ tizzy (upset): 2 wds.
- 44 Popular Sunday dinners
- 45 Get ___ the ground floor: 2 wds.
- 46 Lacking
- 49 Strike, in olden days
- 50 Pop singer Paula
- 51 Divinely favored
- 52 Harvest goddess
- 53 Date with a Dr.
- 54 Regulation
- 55 Pour ___ (go all out): 2 wds.
- 56 ___ facto
- 57 Cartoonist Peter
- 59 Yang's counterpart

SWITCH IN TIME ★★

BY GLORIA ROSENTHAL

Every sentence in this puzzle contains three blanks. To fill them, find a word fitting the first blank that can be split into two other words that *in switched order* will fill the remaining two blanks. For example, the sentence "When painting ___, the artist found that flower-filled ___ be pretty subjects"

would become "When painting CANVASES, the artist found that flower-filled VASES CAN be pretty subjects." We hope you're *downright* eager to solve this puzzle; if so, get *right* down to it!

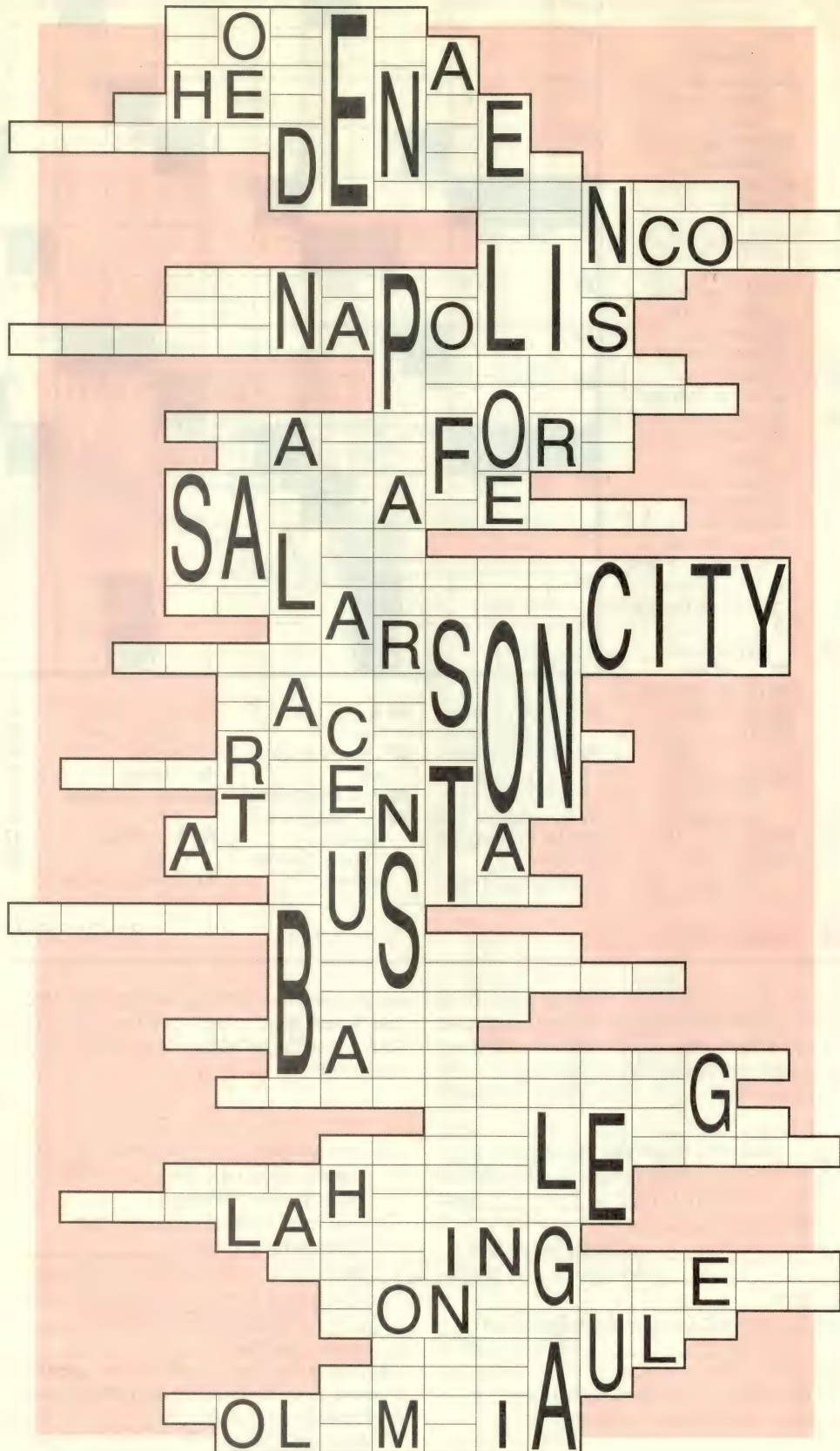
ANSWERS, PAGE 38

- 1. When her _____ said they might get the whole _____ from school as well as summer, Mother fainted.
- 2. A _____ poet might write only one _____ year and still consider himself a genius.
- 3. The beauty queen lost her _____ quality when she said smugly, "_____, others don't, and that's just the way it goes."
- 4. All of the cod, _____, and mackerel the fisherman was unloading onto the _____ been caught in international waters.
- 5. Employees of the Post _____ must scrape the _____ the outdoor mailboxes to open them after a winter storm.
- 6. It's not wise _____ a person who's broke to play poker, since he's likely to wind up _____ the other players money.
- 7. The long-winded explorer liked _____ of the times he survived a scorpion's _____, _____ constrictors' squeezes, and attacks by panthers.
- 8. The losing team's quarterback passed the ball _____ to a running back, leading to a _____ in the fourth quarter.
- 9. Being the _____ editor of a magazine takes youthful vigor, so it's hardly the right job for an _____.
- 10. Consumer complaints _____ off rapidly after the city eliminated much of the bureaucratic _____.

When you're finished with the puzzle below, the grid will contain the names of all 50 U.S. state capitals, each reading directly across one of the rows. Letters shared by adjacent

capitals (that is, adjacent in the grid but not necessarily on the map) have been filled in. It's up to you to fill in the remaining letters, one per box.

ANSWER, PAGE 39



ACROSS

- 1 Security problems
- 6 Turkey's highest point
- 12 Some pollution
- 17 Andrea McArdle role
- 18 Chichén Itzá's El Castillo, e.g.
- 20 Unrest
- 22 Outshone the stars
- 24 Breather
- 25 Advertise
- 26 Dawn goddess
- 27 As a precaution
- 29 Pound of poems
- 30 Waiter's customer
- 32 With 48-Across, "This is yours," in Tours
- 33 Relay division
- 35 Actresses Thompson and Salonga
- 36 Pleas of "not guilty"
- 38 Pluto's orbit
- 40 Yahtzee piece
- 41 Parks and Lahr
- 44 Yakked
- 47 CH₃C₆H₂(NO₂)₃
- 48 See 32-Across
- 49 Sabermetrics item
- 50 Attitude
- 51 Cupid's love
- 53 Hand in
- 55 More on the ball
- 58 Like some ink
- 59 High liver?
- 61 By a mile
- 63 Sight
- 64 Journal's end
- 65 Began belting
- 69 Call for the *cuadrilla*
- 72 Ruby of *Jungle Fever*
- 74 Where Quayle is president
- 75 Quake-related
- 77 Berkshire's home
- 78 Essences
- 81 Focused
- 82 "Kill ___!" (stadium cry)
- 86 Alice's boss
- 87 Average
- 89 Computer menu choice
- 90 Slingshot shape
- 91 Made difficult progress
- 94 Center of British Puritanism
- 95 Pendulum path
- 96 *Good Sports* costar

1	2	3	4	5		6	7	8	9	10	11		12	13	14	15	16			
17						18					19		20					21		
22					23								24							
25					26			27				28			29					
30				31				32				33	34		35					
			36					37				38			39		40			
41	42	43				44				45	46						47			
48					49					50			51		52					
53				54				55	56			57			58					
59								60		61			62		63					
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90					91			92				93			94					
95					96							97			98					
99				100			101			102	103				104			105	106	107
108								109		110				111				112		
113					114	115				116			117				118			
119										120							121			
		122									123						124			

ANSWER, PAGE 40

DOWN

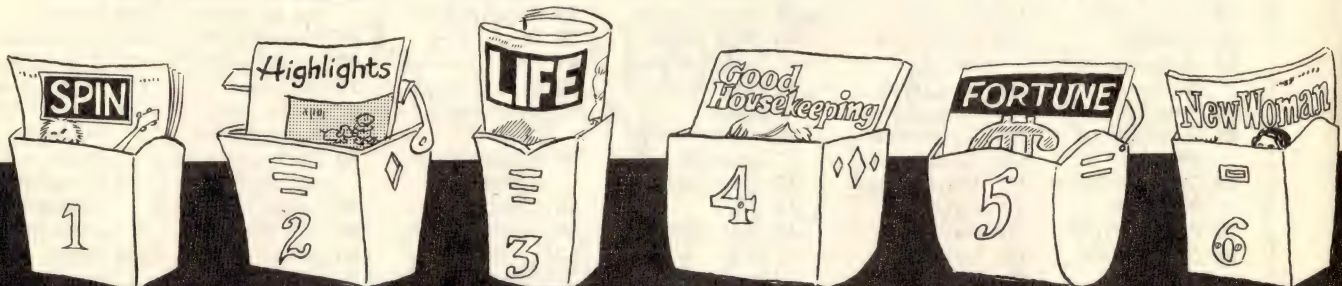
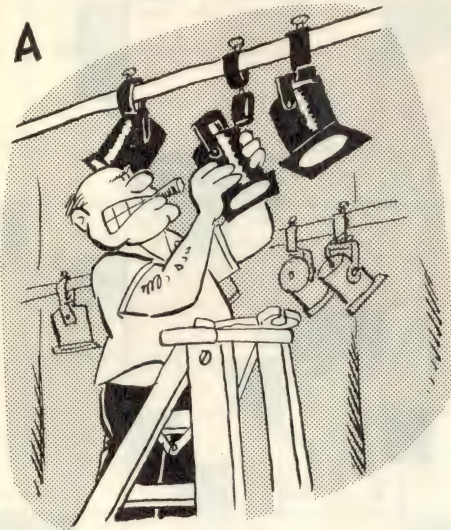
- 1 Cow catcher
- 2 Input key
- 3 "There was ___ woman ..."
- 4 Passed the hours idly
- 5 Match in betting
- 6 Speaker of pithy truths
- 7 Cereal crops
- 8 "___ longa, vita brevis"
- 9 Most raunchy
- 10 Cries from a certain corner
- 11 Add a hint of color to
- 12 Maiden name preceder
- 13 Hosp. parts
- 14 Drive
- 15 Took advantage of an opportunity
- 16 Boarded the Metroliner
- 19 Narc's org.
- 20 Made available
- 21 Social service
- 23 SAT taker
- 28 Big helping of the roast
- 31 ___ judicata (decided case)
- 32 Diaper choice
- 34 Salon products
- 37 Sounds of discovery
- 38 Regarding this
- 39 Artful
- 41 Treat the turkey
- 42 Sewing cases
- 43 Dated one's junior
- 45 Arachnophobe's nightmare
- 46 Cool cat
- 49 Texaco symbol
- 52 ___ de guerre (heraldry motto)
- 54 "Let ___"
- 56 Emulated Wiley Post
- 57 *Kidnapped* creator's monogram
- 60 Naysayer's answers
- 62 Rocky's cries
- 63 Not "fer"
- 66 Mattel man
- 67 Canine cover
- 68 Bundestag veto
- 70 *Han's Return of the Jedi* friend
- 71 Singing John
- 73 Thread holder
- 76 Defended
- 77 Cooler stuff
- 79 Fix up, as text
- 80 Stock exchange membership
- 83 Saucer sort
- 84 Like 78s
- 85 Maxim
- 88 With skill
- 90 Terre Haute's river
- 92 Heaters
- 93 Greedy fellow
- 94 Be decisive
- 98 Short, for short
- 100 Councilman's crime
- 102 Curly's replacement
- 103 "... sure would ___ lot": *Cheers* theme
- 105 Easy touch
- 106 Cream
- 107 Indy entrant
- 110 X, to Xanthippe
- 111 Roast turner
- 114 Part of FDR's "Alphabet Soup"
- 115 Unctuous insincerity
- 117 Altdorf's canton
- 118 Sitcom cat-chaser

TAKING ISSUE ★☆

Although the Publishers' Mailing House sweepstakes said it wasn't necessary to subscribe in order to win, these people weren't about to take any chances. So, sight unseen, they each signed up for a magazine they mistakenly assumed was geared toward their interests. For example, that lighting

technician (A) is about to see his first copy of *Highlights* (2)! All the others are in for similar surprises when they leaf through the magazines waiting in their mailboxes. Can you correctly mismatch each mistakenly ordered magazine (1-12) to its new subscriber (A-L)?

ANSWERS, PAGE 40



G



H



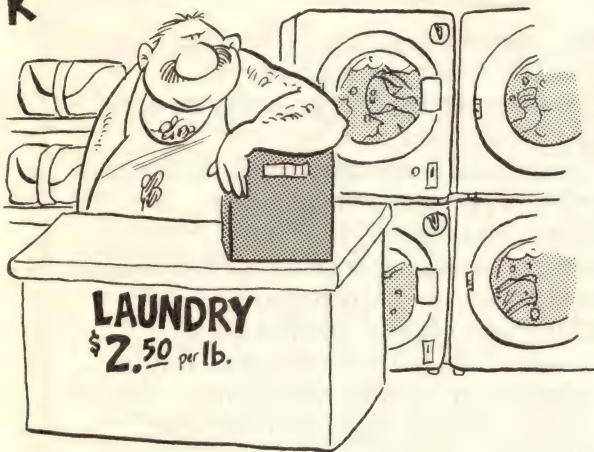
I



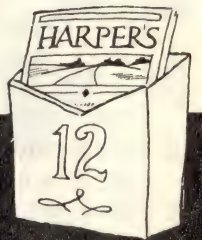
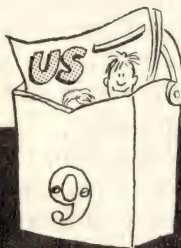
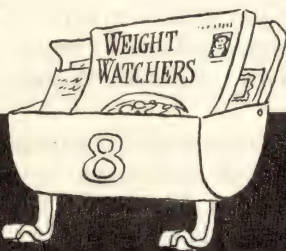
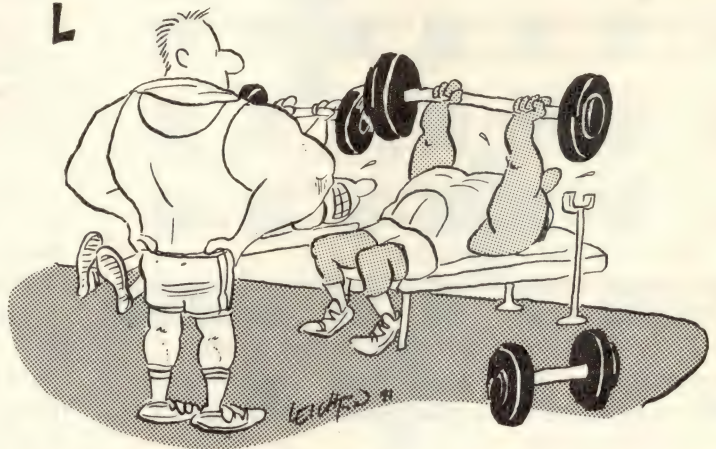
J



K



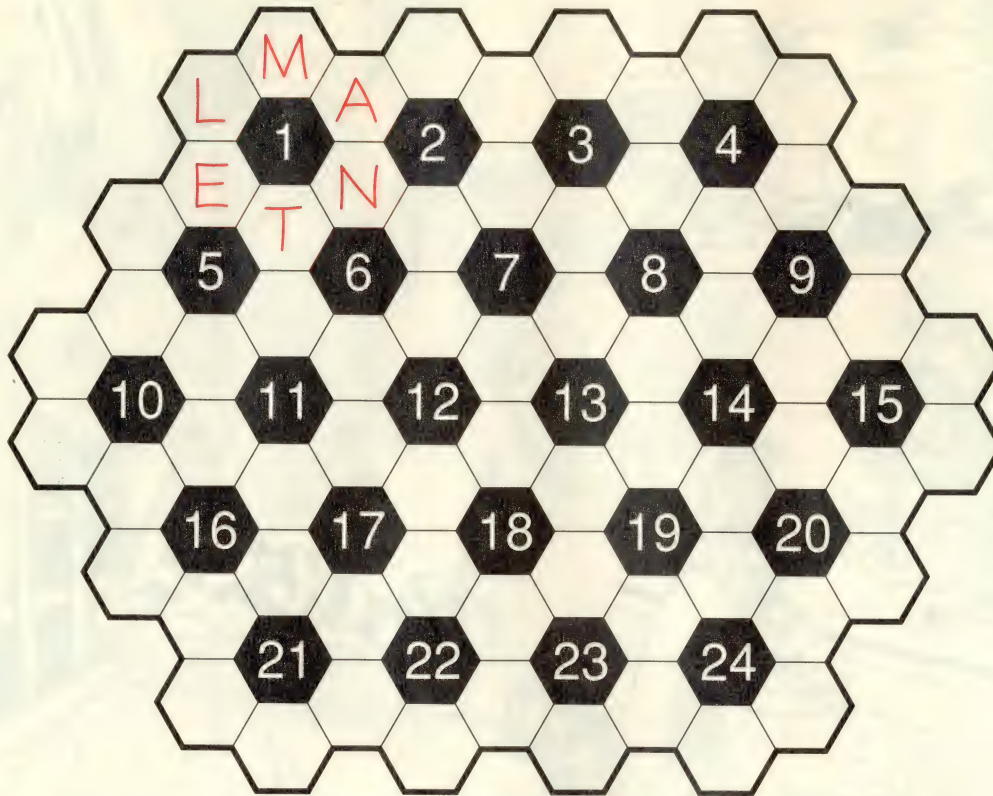
L



Each answer in this puzzle is six letters long. These six letters are to be entered into the six hexagons surrounding the appropriate number in the grid, reading clockwise or counterclockwise. The direction and the starting space are for you to determine. Each clue consists of a sentence from which the consecutive letters of the answer have been removed and replaced with a star. The object is to reinstate the missing

letters (supplying spacing as needed) to complete a sensible sentence. For example, the answer to #1 is MANTEL, which completes the sentence "Heads from ANTELOPES and a rhino adorned the wall over the top of the fireplace." As a bonus hint, each clue also contains a synonym or short definition of the answer (like "top of the fireplace" in the example).

ANSWERS, PAGE 40



- 1 Heads from★opes and a rhino adorned the wall over the top of the fireplace.
- 2 The secret agent was poisoned with some Mideastern bread dippe★enic.
- 3 The Great Pyr★ands in the center of several smaller ones on the bank of the Nile.
- 4 None of the tribesmen saw the medi★rn flick a lizard into the cooking pot.
- 5 At state dinners in Washing★sts will rarely use foul language.
- 6 The Japanese church plans to start a new pari★kyo.
- 7 The perfume maker put a secretion of the orc★lass vials.
- 8 The Braves' hitter had a batting avera★mally better than the slugger for the Twins.
- 9 The TV current affairs program suggested that laws against burning the fl★nger our First Amendment rights.
- 10 Bandits robbed the lingerie boutique, takin★tionables of all types.
- 11 The inventor of the waterb★e of the most underrated geniuses of all time.
- 12 Cereal covered with su★ardly the best breakfast for a loud, hyperactive child.
- 13 The sore loser wouldn't congratulate the other team's co★ym class.
- 14 Our scout group went campin★king in the forest named for a celebrated Indian brave.
- 15 Is Dian★ture goddess?
- 16 Most roadsi★ls charge a lower rate than resorts.
- 17 Odysseus knew he was one step closer to freedom when Poseidon lowered hi★nt.
- 18 The sculptor dabbled in kineti★ce, making a mobile out of two spheres and a box.
- 19 Many chil★oose not to bathe except when forced by their parents.
- 20 A mischievous group of sophomo★eavored to broadcast over the school's PA system.
- 21 At twilight, I find the cool stillnes★tling.
- 22 My bank refuse★d me the money to open a hot dog stand.
- 23 Though many Dallas stores sell cheap copies, we sell only authenti★tar State flags.
- 24 Only an athletic teenager mak★ecord book before Job Corps offers him work.

CRYPTIC CROSSWORDS ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between the parts is the

key to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1. **ANSWERS, PAGE 40**

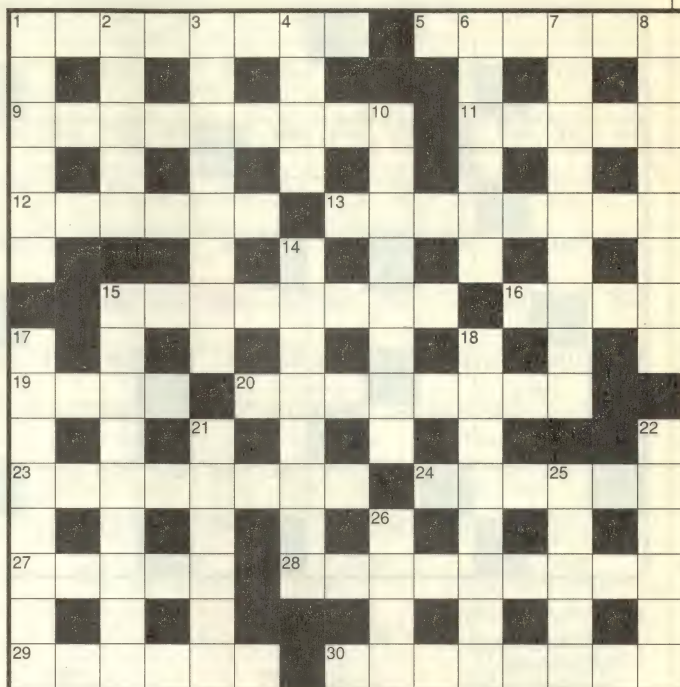
PUZZLE 1 BY EMILY COX & HENRY RATHVON

ACROSS

- 1 So, cashew nuts display to good effect (8)
 5 Some of media personalities evergreens, for dress for the very young (6)
 9 Daffy Duck hears princes (9)
 11 Smooth over Grant's first defeat (5)
 12 Spanish fish squirts (6)
 13 Hungry Pennsylvania farmers held by G-man (8)
 15 Towers are located in buildings where coins are produced (8)
 16 Chaney adopts one cat (4)
 19 Some land for a \$100 note (4)
 20 Drown self, sister, and sweetheart (8)
 23 Cryptic clues he'd plan (8)
 24 Street through evergreens, for starters (6)
 27 African tribesman fumbled a bunt (5)
 28 Secret money supply for rich entertainment in South Dakota (5,4)
 29 Model rates Z "phony" (6)
 30 Star towels off knickknacks (8)
 4 Fermented rice drink from Mombasa, Kenya (4)
 6 Miss Bergman riding horses around (6)
 7 In Mexico, eight dividing cost for individual decision (3-6)
 8 All but the first piece of chief executive's liver? (8)
 10 Greeks who were warlike without taking part (8)
 14 Quarrels with right angles (8)
 15 Sellers disturbed Ernst Mach (9)
 17 Dad's fur is mediocre (8)
 18 Inside truck building, I disappeared (8)
 21 Alter commercial only (6)
 22 Actor's muttered

DOWN

- 1 Meager boxes empty (6)
 2 Prize rings on auto (5)
 3 Villain passing on work at a golf course (8)
 5 Arab found in Nassau directory (5)
 6 Famous bishop's ballet dress (4)
 7 remarks, as on Caesar's time to beware (6)



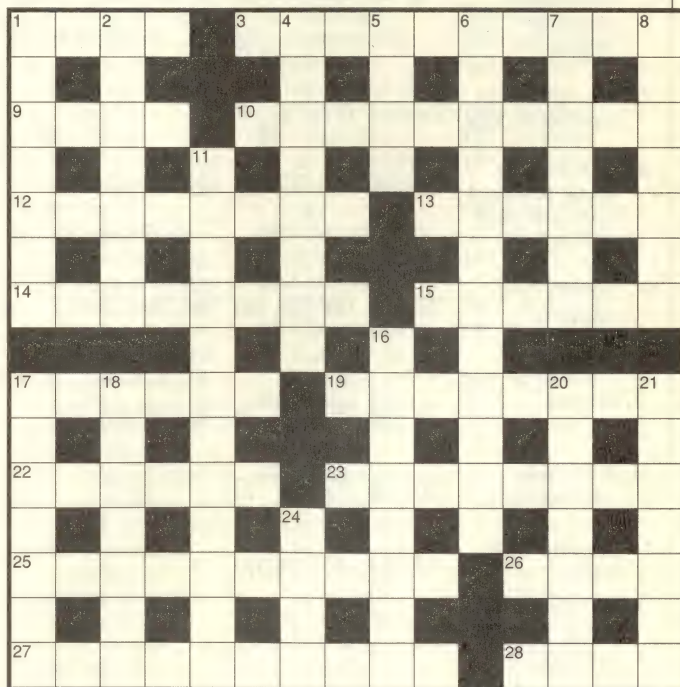
PUZZLE 2 BY KAREN HODGE

ACROSS

- 1 Practice fee (4)
 3 Fantastic pastel, once like a rainbow (10)
 9 Require massage, so to speak (4)
 10 Brewing tonic tends to produce restlessness (10)
 12 Outlines scam; takes a trip (8)
 13 Section of temple a secret delight (6)
 14 Perfection is found in pageantry (8)
 15 Flu symptoms in cold elevations (6)
 17 Philanthropic Nicaraguan has to eat outdoors (6)
 19 Builders' sinks (8)
 22 Snobbish college prof's first to feel sorry (6)
 23 Have Paul cracking up in confusion (8)
 25 Unjustified for *Rosie O'Neill* actress to accept ring (10)
 26 Reportedly is sick from beers (4)
 27 School's principal writes in journal where you can get drugs (10)
 28 Active agent takes in Central America (4)
 4 Flower with writing around edge (8)
 5 Catch leaderless bunch of sheep (4)
 6 Carol, the French head of household, and Ed alone (6-6)
 7 Examine alley, be eccentric (7)
 8 Ties the rest in a knot (7)
 11 Contaminated Ground: Keep Out (2,10)
 16 Company magazine's original riddle for songwriter (8)
 17 Stopped and pitched (7)
 18 Policeman with debts aplenty (7)
 20 East Nevada man originally from Warsaw

DOWN

- 1 Victory! Raise purplish chalice (4,3)
 2 Reaper is \$1000 poorer (7)
 4 turned up in shelter (7)
 5 mountains in Switzerland—short and
 6 spectacular (7)
 7 Almost luxurious bonus (4)



CHARACTERISTIC INITIALS ★★

BY WILL SHORTZ

Each of the following is a clue to a famous person, past or present. What's more, the initial letters of the clue words are also the initials of the person in question. For example, the clue "Madame Tory" suggests the answer MARGARET THATCHER. A score of 20 or more correct answers is uncharacteristically good.

ANSWERS, PAGE 40

1. Studied Fears _____
2. Aviatix Extraordinaire _____
3. Masterminded Glasnost _____
4. Indian Governor _____
5. Medallioned Swimmer _____
6. Yankee Baseballer _____
7. Made *Silkwood* _____
8. Advises Lovelorn _____
9. Massachusetts Democrat _____
10. Penned Beautiful Sonnets _____
11. Austrian Strongman _____
12. Glad His Wife's Barbara _____
13. Asks Trivia _____
14. Fast Girl Jock _____
15. He Conquered Mekong _____
16. Job: Chef _____
17. Geriatric Fighter _____
18. She Delineates Opinions _____
19. Jotted Patriotic Songs _____
20. Abusive, Denigrating Comedian _____
21. Lady Hotelier _____
22. Best Crooner _____
23. Clothes Designer _____
24. Betrayed America _____
25. Famed Nurse _____
26. Homer Ace _____
27. "Panther" Star _____
28. Fowl Purveyor _____
29. Golf Pro _____
30. Interpretive Dancer _____

FOLD THIS PAGE

THE WORLD'S MOST ORNERY CROSSWORD

BY ERIC ALBERT

Crazy Eights

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 37. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 36).

HARD CLUES ★★★

ACROSS

- | | | |
|--|---|-------------------------------|
| 1 Miles Archer's partner | 59 Nova Scotia native | 114 Laugh riot quality |
| 9 Laertes's sis | 60 Meat treatment | 115 Unevenly? |
| 16 Ivory tower inhabitant | 61 L'___ de <i>Pingouins</i> (Anatole France novel) | 116 <i>Fists of Fury</i> star |
| 24 Who greets the President first, and so on | 62 Run-down | 117 Pen punishment |
| 25 Trial balloons | 67 Basketball center | 118 Gomez's portrayer |
| 26 More allegro than lento | 68 This miss | 119 Anesthetized |
| 27 Creek near Sharpsburg | 69 <i>Man-Mancha</i> link | 120 1984 Alan Rudolph movie |
| 28 Immune from ardor | 70 Louisiana's namer | 121 Isr. neighbor |
| 29 Gershwin's Paris pilgrim | 71 Perturbs | 122 Disputes |
| 30 Bowl section | 77 ___ Simbel (Ramses II temple site) | 123 TV psychologist |
| 31 Finishing last | 78 React to blows | 124 Green eggs side dish |
| 33 Route off a ship, for some | 79 1985 Barry Levinson film | 127 ___ in the <i>Crowd</i> |
| 34 Snigging catch | 83 Hindi equivalent of "rex" | 129 Party |
| 35 Weary | 86 Restorer's deg., perhaps | 131 Radius, e.g. |
| 38 Hood's résumé | 87 Quarterback call | 132 Labyrinth locale |
| 43 Scores by RBs | 88 They generally vote second | 135 Resolve |
| 46 Brook | 92 Composer Satie | 137 Curiosity |
| 47 Betazoid on <i>Star Trek</i> , e.g. | 93 Casals prop | 141 Immediately like |
| 48 King Bhumibol Adulyadej, for one | 94 Cash cache, for short | 142 Emulate The Who in '86 |
| 49 Round singers | 95 Bowzer's band | 143 Good naval discipline |
| 50 Get a rise out of? | 96 Rocket killer, briefly | 144 Like the B2 |
| 51 Hobby addict | 97 It "does a body good" | 145 Reduced to scrap metal |
| 52 Writes a biographical sketch of | 98 Swell on the Seine | 146 Sage man? |
| 53 Off-road racer | 103 Nancy Drew's boyfriend | |
| 54 Coquette's drop | 104 Heel, for one | |
| 55 Mouth-to-mouth recitation | 106 Make-up artists? | |
| 56 Eleazar, for one | 107 Act as a metronome | |
| 57 Dummy, to declarer | 112 Extremely difficult | |
| 58 Duvall role of 1980 | 113 Gasbags | |

DOWN

- 1 Rush
- 2 Corbin's character
- 3 Place for a man of affairs?
- 4 Calaboose
- 5 C. Auguste Dupin's originator
- 6 Be in a cast
- 7 Suspense classic of 1950
- 8 Freddy's haunt
- 9 More or less

THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

DON'T PEEK UNTIL YOU READ PAGE 35!



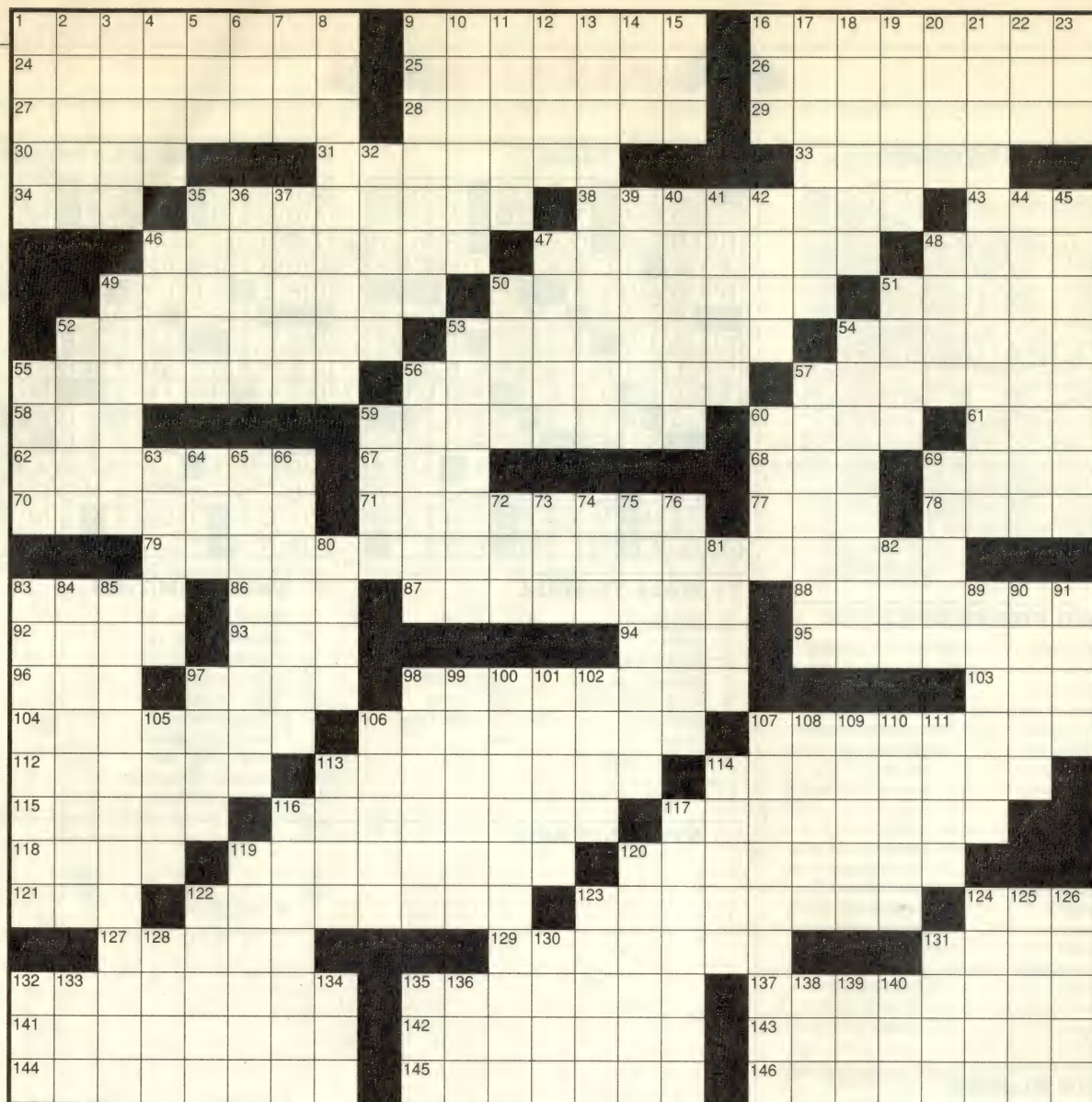
EASY CLUES ★

ACROSS

- 1 Bogart's role in *The Maltese Falcon*: 2 wds.
 9 Hamlet's love
 16 College-related
 24 Diplomatic etiquette
 25 Ant antennae
 26 Medium speed, in music (DATE ROOM anag.)
 27 Civil War battle site in Maryland
 28 Neuter
 29 The "A" in AFL-CIO
 30 Layer
 31 Least speedy
 33 What pirates' victims walk (with "the")
 34 Snaky fish
 35 Become pooped: 2 wds.
 38 Arrest record, in slang: 2 wds.
 43 Six-point football scores: Abbr.
 46 Put up with
 47 Mind reader
 48 Bangkok native
 49 Some fishermen
 50 Rise as if by magic
 51 Evil fellow
 52 JFK's ___ in *Courage*
 53 Vehicle akin to a moped
 54 Kleenex's cloth counterpart
 55 Gab session
 56 Follower of Moses's brother (ARIA NOTE anag.)
 57 Sharer of a business
 58 Olive ___ (Popeye's girl)
 59 Puritanical person
 60 Heal
 61 ___-de-France
- 62 Poorly maintained
 67 What we breathe
 68 That girl
 69 *Man* ___ *Mancha*: 2 wds.
 70 French explorer of the Mississippi
 71 Shakes up
 77 ___ Dhabi (Persian Gulf city)
 78 Virginia dance
 79 1985 film based on Arthur Conan Doyle's characters: 3 wds.
 83 Prince of India
 86 Arts degree: Abbr. (in SLIMFAST)
 87 Football offensive option: 2 wds.
 88 Opposite of "supported"
 92 Estrada of *CHiPs*
 93 ___ and arrow
 94 Bank money machine: Abbr.
 95 '50s group of the '70s: 3 wds.
 96 Missile defense system: Abbr.
 97 Drink from a dairy farm
 98 Very good: 2 wds., Fr.
 103 Beatty of *The Big Easy*
 104 Order
 106 They make new things
 107 What good watches do: 2 wds.
 112 Attempting
 113 Boastful people
 114 Wild mirth
 115 In an unusual way
 116 Kung fu movie star: 2 wds.
 117 All alone
- 118 Actor Julia of *The Addams Family*
 119 Made numb
 120 Hand-raiser's request: 2 wds.
 121 Damascus's nation: Abbr.
 122 Disputes, as a will
 123 Parker ___ (game company)
 124 ___ it up (overact)
 127 Has ___ that could stop a clock (is ugly): 2 wds.
 129 Go on a drinking spree
 131 Skeleton piece
 132 Where the sense of balance is centered: 2 wds.
 135 Remove wrinkles from: 2 wds.
 137 Unusual individual: 2 wds.
 141 Begin to like: 2 wds.
 142 Get together again
 143 Stretched quality
 144 Furtive
 145 Figured a sum
 146 Author of classic Westerns: 2 wds.
- 6 Play part
 7 1988 Dennis Quaid movie
 8 *A Nightmare on ___*: 2 wds.
 9 Out ___ (ill-tempered): 2 wds.
 10 Comedian Herman
 11 Put a spell on
 12 Building additions
 13 Golfer on the Seniors Tour: 2 wds.
 14 Form 1040 issuer: Abbr.
 15 Donkey
 16 Doctors' group: Abbr.
 17 Be a rival
 18 *The Story of ___* (Truffaut film): 2 wds.
 19 Rid of rodents (TRADE anag.)
 20 "___ go brag!"
 21 Bobby Darin hit song: 3 wds.
 22 "Give ___ rest!" ("Stop that!"): 2 wds.
 23 Pro's opposite
 32 Untruthful ones
 35 ___ on a tangent (digress): 2 wds.
 36 Jock Ewing's wife, on *Dallas*
 37 Tattles
 39 Suspects' excuses
 40 Small, in dress sizes
 41 Uttered, old-style
 42 Despise
 44 Romance writer Steel
 45 Based on the stars (REALISED anag.)
 46 Disney special-effects film of 1982
- 47 Mortise's partner in joints (NONET anag.)
 48 Hue
 49 Warbles
 50 Italian coins
 51 Taxi passenger
 52 Animal kingdom divisions (HAPLY anag.)
 53 Writer Daphne Du ___
 54 Throat-clearing sound
 55 Spring's shape
 56 Step down
 57 Adobe homes
 59 Lamb cries
 60 Actress Rosalind of *M*A*S*H*
 63 Eskimo's canoe
 64 *Xanadu* singing group: Abbr.
 65 Pipe-fixing business
 66 1000% as great
 69 Actor/director Welles
 72 ___ la la
 73 Swiss peak
 74 Lid
 75 Chocolate-iced, cream-filled pastries
 76 Uses the rink
 80 Stare stupidly
 81 Sunday song
 82 Mileage-rating group: Abbr.
 83 Nuclear power plant devices
 84 Tree-planting occasion: 2 wds.
 85 Comedian nicknamed "Schnozzola": 2 wds.
 89 Soundness of mind
 90 Foe
 91 Miami's county
 97 Quite a few
 98 Very small amounts
- 99 State university governor
 100 Boy with 21 merit badges: 2 wds.
 101 Rider's horse
 102 Yawn-provoking talker
 105 Grain-grinding site
 106 Unrefined, as oil or people
 107 Radio frequency unit
 108 "Für ___" (Beethoven work)
 109 "Peter, Peter, pumpkin ___..."
 110 Baby carriages
 111 Spare in the trunk
 113 Rotten kid
 114 Owl sounds
 116 Under
 117 Gave a holler
 119 College instructor (TEN COD anag.)
 120 En ___ (cooked in a pastry crust) (CUT ORE anag.)
 122 Christmas song
 123 Cook a steak
 124 Hang in the air
 125 Licorice-flavored herb
 126 Untidy
 128 Greek cheese
 130 ___ *Karenina*
 131 Gun sound
 132 Suffix for many sciences
 133 "___ on your life!" ("Forget it!")
 134 Actor Scheider
 135 New York subway line: Abbr.
 136 Rock's ___ Speedwagon
 138 Motorist's group: Abbr.
 139 Stocking mishap
 140 Had lunch

DOWN

- 1 Sudden outpouring
 2 Nickname for golfer Palmer
 3 Roadside lodging
 4 Mix with a spoon
 5 "Quoth the Raven" writer



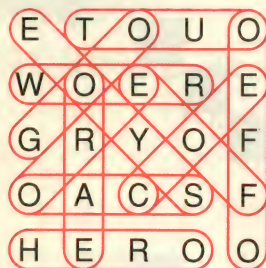
ANSWER, PAGE 40

HARD CLUES (CONTINUED)

- | | | | | | |
|---------------------------------|--|----------------------------------|--------------------------------------|---|--|
| 10 Miss Yvonne's pal | 35 Explode | 54 Pompous snort | 76 Some rays | 101 Mrs. Peel's partner, on <i>The Avengers</i> | 123 Suffer the heat |
| 11 In for a bad spell | 36 ___ May Lester of <i>Tobacco Road</i> | 55 Radiator part | 80 Rubberneck | 102 Gun barrel measurement | 124 Dragonflies do it |
| 12 Wings | 37 Passes on | 56 Dismount | 81 "Greenland's Icy Mountains," e.g. | 105 Tenth of a cent | 125 Ouzo ingredient |
| 13 1971 U.S. Open champ | 39 Some defenses | 57 Mesa Verde attractions | 82 Toxic avengers: Abbr. | 106 "Texas tea" | 126 Like Oscar Madison |
| 14 Return checkers | 40 Camisole size | 59 The non-silence of the lambs | 83 Three Mile Island devices | 107 Radio unit | 128 Greek salad ingredient |
| 15 Schmo | 41 "Thus ___ Zarathustra" | 60 Farr's <i>M*A*S*H</i> wife | 84 Planting time | 108 Beethoven beneficiary | 130 Sigmund's daughter |
| 16 Doctor's order, for short | 42 Hostility | 63 White-water craft | 85 Friend of Mrs. Calabash | 109 Gourmand | 131 Universe's start |
| 17 Fight | 44 Steel in the bookracks | 64 Jeff Lynne's group, for short | 89 Marbles | 110 Nannies' needs | 132 PC components |
| 18 Truffaut protagonist | 45 Star-based | 65 Innards, in slang | 90 Us, according to Pogo | 111 Flat, e.g. | 133 Word in most of the Ten Commandments |
| 19 Help Hamelin | 46 Film set inside a computer | 66 Decuple | 91 Florida's most populous county | 113 Babysitter's bane | 134 Trigger puller? |
| 20 Gray of <i>Silver Spoons</i> | 47 Joint half | 69 Comic Bean | 97 Myriad | 114 Hecklers' cries | 135 NYC subway line |
| 21 "Shark" of song | 48 Salon job | 72 Refrain start | 98 Runs down | 116 Not worthy of | 136 Classic car |
| 22 "Make ___ double" | 49 Musical ornaments | 73 Finsteraarhorn, for one | 99 Substitute sovereign | 117 Collegerated | 138 Towers of note: Abbr. |
| 23 Snow | 50 Italian bread? | 74 Monokini's lack | 100 Leader of the pack? | 119 College lecturer | 139 Bank breaker |
| 32 Bluffers | 51 Travel expense | 75 Dessert cart choices | | 120 <i>En</i> ___ (pastry-wrapped) | 140 Reckless goddess |
| | 52 <i>Chordata</i> and <i>Arthropoda</i> | | | 122 Wacky <i>Bob Newhart Show</i> receptionist | |
| | 53 Daphne Du ___ | | | | |

ANSWERS

LOVE LETTERS COVER



The 14 words are as follows (note that ERRING appears twice in the grid, and GORING and GRINGO share the same circled letters):

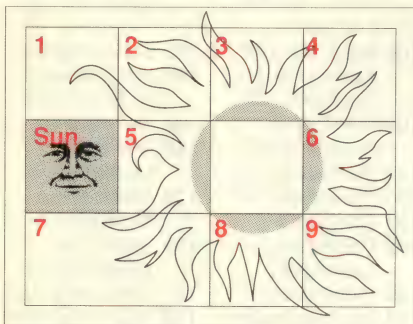
- | | | |
|---------|----------|---------|
| Caring | Goring | Scaring |
| Cringe | Gringo | Syringe |
| Earring | Herring | Touring |
| Erring | Offering | Wringer |
| Fringe | Ringer | |

14 TWO PIECES OF I.D.

- | | |
|-------------------------------------|----------------------|
| AC (spark plug) | MP (military police) |
| AM (radio) | OB (obstetrics) |
| BC (comic strip) | OJ (Simpson) |
| CD (compact disc) | OK (hand gesture) |
| DC (Washington) | OR (operating room) |
| DJ (Alan Freed) | PC (computer) |
| ET (<i>The Extra-Terrestrial</i>) | PI (Magnum) |
| FM (radio) | PM (evening scene) |
| GE (light bulb) | PT (navy boat) |
| GI (soldier) | RC (cola) |
| GM (Corvair) | RN (nurse) |
| HO (electric train gauge) | RV (Winnebago) |
| IV (intravenous bottle) | TD (touchdown) |
| KO (boxing) | TV (television) |
| LA (Los Angeles) | UN (United Nations) |
| LP (record) | US (map) |
| MC (John Davidson) | VO (whiskey) |
| MD (surgeon) | VP (Dan Quayle) |
| MG (car) | VW (Beetle) |
| | WC (toilet) |

17 SUN BLOCKS

At first try, the puzzle seems impossible—that is, until you notice that pieces 2 and 9 are identical. The secret to solving is to reverse their positions. The puzzle is then easy to complete.



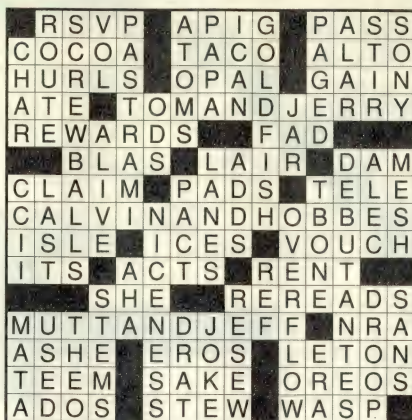
This is the order in which the blocks are moved in the minimum 28-move solution: 6, 9, 8, 6, 9, 4, 3, 2, 5, 9, 2, 5, 9, Sun, 1, 9, 5, 3, 4, 2, 6, 8, 2, 6, Sun, 5, 9, 1.

46 SPIN CONTROL

- | | | | |
|------|------|------|------|
| 1. G | 3. F | 5. B | 7. D |
| 2. E | 4. H | 6. A | 8. C |

These are some of the color blends exhibited by the spinning tops: red + yellow = bright orange; red + yellow + green = dull orange; red + blue = bright purple; red + blue + green = dull purple; blue + yellow = beige; blue + green + a hint of red = blue.

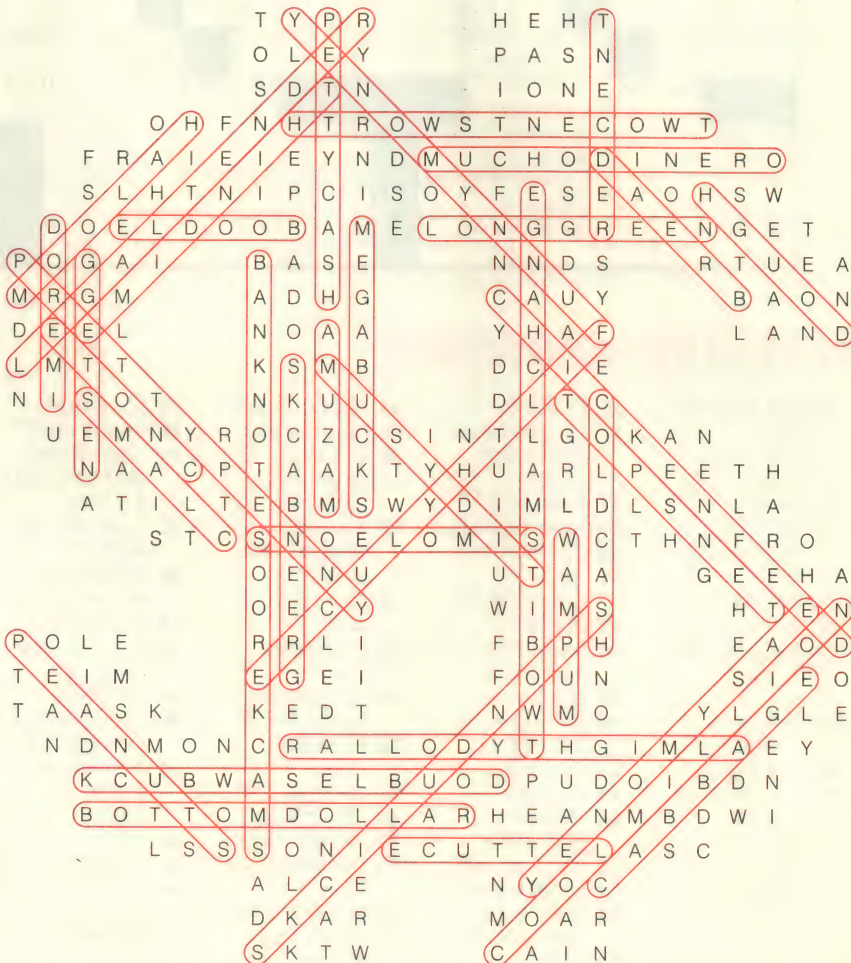
21 FUNNY DUOS



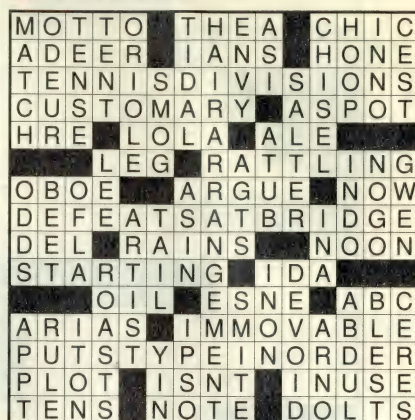
21 WALL-TO-WALL

- | | |
|----------------------------|-------------------------|
| 1. Wall Street | 9. Cornwallis |
| 2. Wallet | 10. Harvey Wallbanger |
| 3. Walla Walla | 11. Off-the-wall |
| 4. Stonewall Jackson | 12. Wailing Wall |
| 5. Great Wall of China | 13. Fats Waller |
| 6. Wallflower | 14. The walls have ears |
| 7. Whitewall | |
| 8. Handwriting on the wall | |

20 STRIKE IT RICH



27 SET PIECE

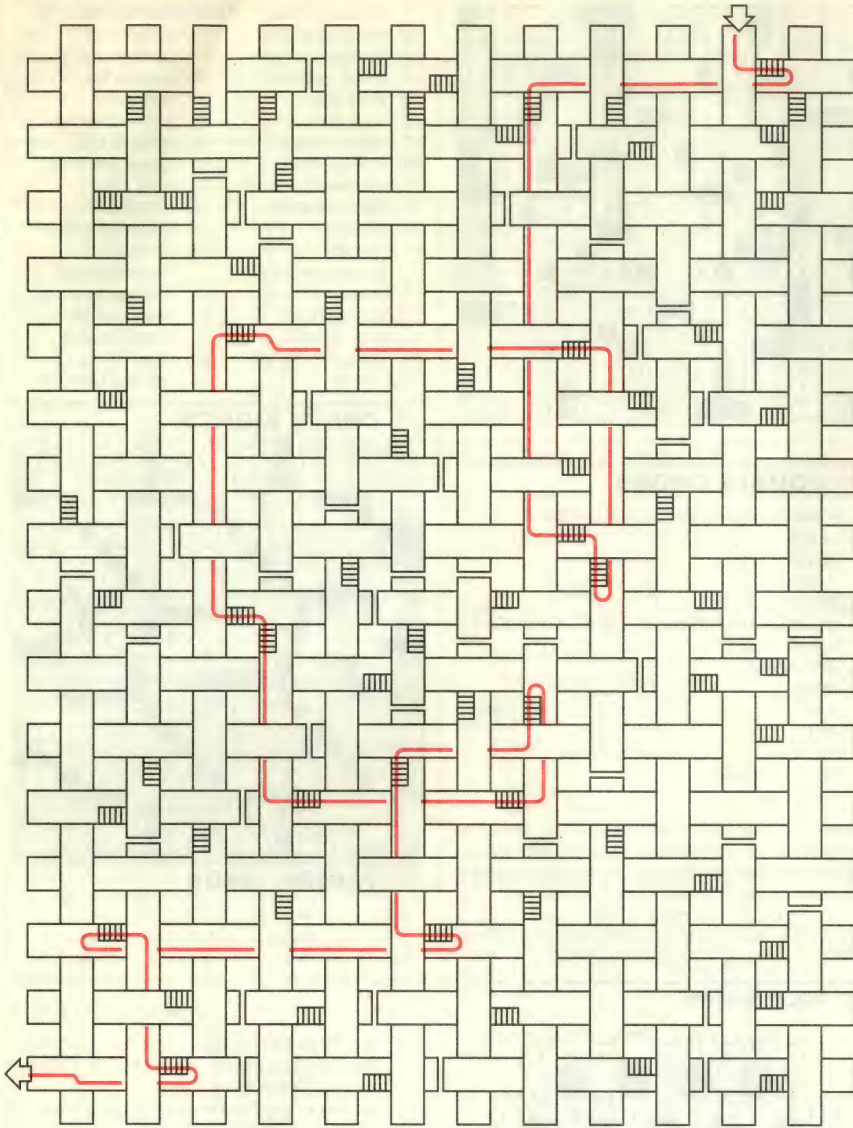


27 SWITCH IN TIME

- | |
|---------------------------|
| 1. Offspring; spring, off |
| 2. Perverse; verse, per |
| 3. Winsome; some, win |
| 4. Haddock; dock, had |
| 5. Office; ice, off |
| 6. Allowing; owing, all |
| 7. Boasting; sting, boa |
| 8. Laterally; rally, late |
| 9. Managing; aging, man |
| 10. Tapered; red, tape |

ANSWERS

22 FLIGHTS OF FANCY



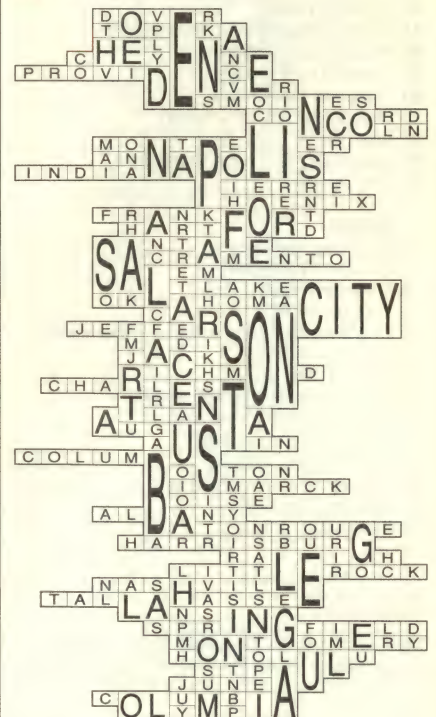
25 HAYDN SEEK



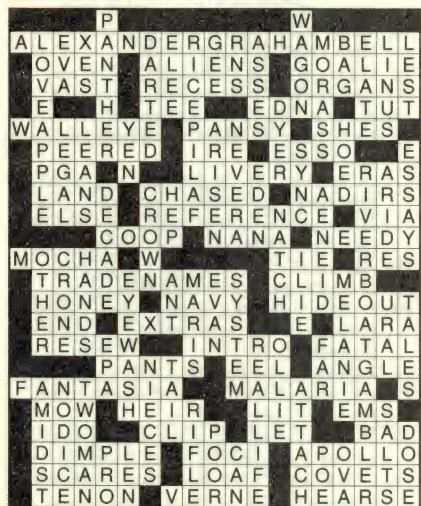
26 DSZQPHSBNT!

1. CRYPTOON. "Terrific news! Due to the lousy economy, we've been selling thousands of these 'dipping sales' signs!"
2. YIELD SIGN. Conversation, which is supposed to be a two-way street, is treated by many as if it were a divided highway.—Miss Manners
3. HACKS. Bad poets are like bad cabdrivers: Both abuse their licenses and tamper with the meter.
4. STOCKING UP. Garage sales are great places to buy inexpensive items to sell at your own garage sale six years from now.
5. NOT YOU AGAIN! Customers respond icily whenever friendly repairman concludes his visits saying "See you soon."
6. THE OLDSWITCHEROO. Timely anagram: "The coming presidential campaign" can be rearranged to "Damn! Electing time is approaching!"
7. CIRCULAR REASONING. Local folks claim pesky teens cause weird round forms found among crops, while alien craft hover above cloud.

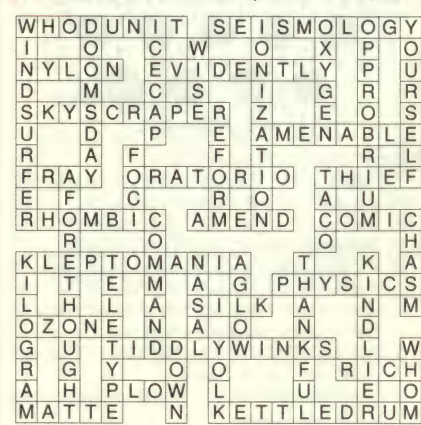
28 CAPITAL IDEA



23 PENCIL POINTERS



24 CRISSCROSS QUOTATION



The quotation: "If it makes my whole body so cold no fire can warm me, I know that is poetry."—Emily Dickinson

ANSWERS

33 CRYPTIC CROSSWORD 1

ACROSS

- 1 Showcase (so cashew)
- 5 Diaper (meDIA PERSONalities)
- 9 Archdukes (Duck hears)
- 11 Gloss (G + loss)
- 12 Sprays (Sp. + rays)
- 13 Famished (Amish + Fed)
- 15 Minarets (are + mints)
- 16 Lion (Lon + l)
- 19 Acre (a + C + re)
- 20 Inundate (l + nun + date)
- 23 Schedule (clues he'd)
- 24 Firsts (st. + firs)
- 27 Bantu (a bunt)
- 28 Slush fund (lush + fun + SD)
- 29 Ersatz (rates Z)
- 30 Sundries (sun + dries)

DOWN

- 1 Sparse (spars + E)
- 2 Oscar (O's + car)
- 3 Caddying (cad + dying)
- 4 Sake (mombaSA KENya)
- 6 Ingrid (riding)
- 7 Pro-choice (ocho + price)
- 8 Resident (resident - p)
- 10 Spartans (sans + part)
- 14 Wrangles (w + R + angles)
- 15 Merchants (Ernst Mach)
- 17 Passable (pa's + sable)
- 18 Vanished (van + shed + l)
- 21 Adjust (ad + just)
- 22 Asides (as + ides)
- 25 Saudi (nasSAU Directory)
- 26 Tutu (two meanings)

33 CRYPTIC CROSSWORD 2

ACROSS

- 1 Wage (two meanings)
- 3 Opalescent (pastel once)
- 9 Need (knead)
- 10 Discontent (tonic tends)
- 12 Contours (con + tours)
- 13 Please (temPLE A SEcret)
- 14 Paradise (is + parade)
- 15 Chills (C + hills)
- 17 Picnic (philanthroPIC NICaraguan)
- 19 Founders (two meanings)
- 22 Uppity (U + p + pity)
- 23 Upheaval (have Paul)
- 25 Groundless (Gless + round)
- 26 Ales (ails)
- 27 Dispensary (s + pens + diary)
- 28 Spry (spy + r)

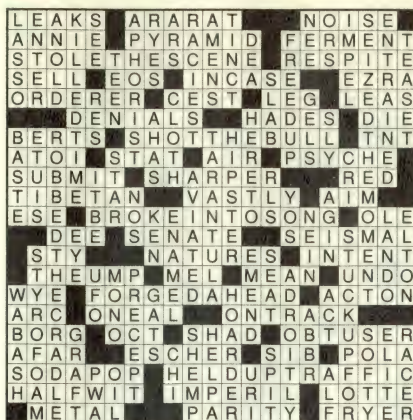
DOWN

- 1 Wine cup (win + puce)
- 2 Gleaner (G + leaner)
- 4 Primrose (prose + rim)
- 5 Lock (flock - f)
- 6 Single-handed (sing + /e + h + and + Ed)
- 7 Eyeball (alley be)
- 8 Tethers (the rest)
- 11 No admittance (contaminated)
- 16 Composer (co. + m + poser)
- 17 Plugged (two meanings)
- 18 Copious (cop + IOUs)
- 20 Envelop (E + NV + Pole)
- 21 Splashy (Alps + shy)
- 24 Plus (plush - h)

FAKE AD

The Fake Advertisement announced in the Table of Contents was for the Namesake Clip Service and appeared on page 5. Idea and text by Robert Leighton.

29 CRIMINAL ACTS



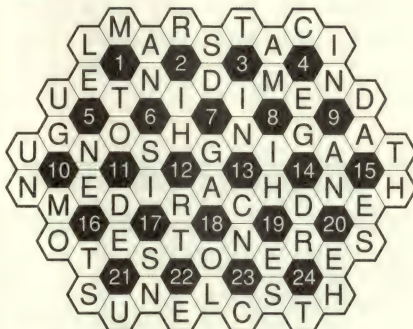
34 DOUBLE CROSS

- | | |
|----------------------|------------------|
| A. EDWARD HOPPER | M. AMERIGO |
| B. LINKS | VESPUCCI |
| C. OSWALD THE RABBIT | N. LIQUID |
| D. NINE | O. AVENUES |
| E. GLENDA JACKSON | P. NETTED |
| F. FULBRIGHT | Q. EDDIE ARCARO |
| G. OPHIDIANS | R. CHEETAH |
| H. RHINE | S. DIET |
| I. DANTE | T. OLIPHANT |
| J. RUTH | U. THE ASTRODOME |
| K. ONEIDA | V. EVERT |
| L. YOU'LL NEVER KNOW | W. SHEEN |

[Queen Victoria] had indeed disliked tea ever since her girlhood. She once congratulated John Brown [a favorite personal attendant] on the best cup she had ever drunk.

"Well, it should be, ma'am," he replied. "I put a grand nip o' whiskey in it."—E(lizabeth) Longford, *(The Oxford Book of) Royal Anecdotes*

32 HEX SIGNS



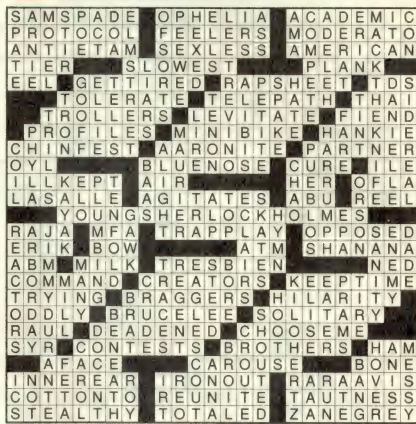
The completed sentences are:

1. Heads from ANTELOpes and a rhino adorned the wall over the top of the fireplace.
2. The secret agent was poisoned with some Mideastern bread dipped IN ARSenic.
3. The Great PyrAMID Stands in the center of several smaller ones on the bank of the Nile.
4. None of the tribesmen saw the mediCINE MAN flick a lizard into the cooking pot.
5. At state dinners in WashingTON, GUESts will rarely use foul language.
6. The Japanese church plans to start a new pariSH IN Tokyo.
7. The perfume maker put a secretion of the orchID IN Glass vials.
8. The Braves' hitter had a batting averaGE MINImally better than the slugger for the Twins.

35 CHARACTERISTIC INITIALS

- | | |
|--------------------------------|--------------------------|
| 1. Sigmund Freud | 15. Ho Chi Minh |
| 2. Amelia Earhart | 16. Julia Child |
| 3. Mikhail Gorbachev | 17. George Foreman |
| 4. Indira Gandhi | 18. Sandra Day O'Connor |
| 5. Mark Spitz | 19. John Philip Sousa |
| 6. Yogi Berra | 20. Andrew Dice Clay |
| 7. Meryl Streep | 21. Leona Helmsley |
| 8. Ann Landers | 22. Bing Crosby |
| 9. Michael Dukakis | 23. Christian Dior |
| 10. Percy Bysshe Shelley | 24. Benedict Arnold |
| 11. Arnold Schwarzenegger | 25. Florence Nightengale |
| 12. George Herbert Walker Bush | 26. Hank Aaron |
| 13. Alex Trebek | 27. Peter Sellers |
| 14. Florence Griffith Joyner | 28. Frank Perdue |
| | 29. Gary Player |
| | 30. Isadora Duncan |

35 CRAZY EIGHTS



30 TAKING ISSUE

- | | | | |
|-----|-----|-----|------|
| 1-K | 4-H | 7-F | 10-I |
| 2-A | 5-G | 8-L | 11-D |
| 3-J | 6-E | 9-C | 12-B |

9. The TV current affairs program suggested that laws against burning the flAG ENDanger our First Amendment rights.
10. Bandits robbed the lingerie boutique, takinG UNMENTionables of all types.
11. The inventor of the waterbED IS ONE of the most underrated geniuses of all time.
12. Cereal covered with suGAR IS Hardly the best breakfast for a loud, hyperactive child.
13. The sore loser wouldn't congratulate the other team's coACH IN Gym class.
14. Our scout group went campinG AND Hiking in the forest named for a celebrated Indian brave.
15. Is DianA THE NATure goddess?
16. Most roadsIDE MOTELs charge a lower rate than resorts.
17. Odysseus knew he was one step closer to freedom when Poseidon lowered hiSTRIDEnt.
18. The sculptor dabbled in kinetiC ART Once, making a mobile out of two spheres and a box.
19. Many chilDREN CHoose not to bathe except when forced by their parents.
20. A mischievous group of sophomoRES ENDeavored to broadcast over the school's PA system.
21. At twilight, I find the cool stillnesS UNSETTling.
22. My bank refuseS TO LEND me the money to open a hot dog stand.
23. Though many Dallas stores sell cheap copies, we sell only authenticC LONE Star State flags.
24. Only an athletic teenager MAKES THE Record book before Job Corps offers him work.

42 JUEGOS ARGENTINOS

1. THE CLOCKWISE ANT

The ant spent 54 minutes on the clock. From the ant's first encounter with the minute hand to her second, the minute hand passed over 45 minute marks; in the same time, the ant passed over 105 minute marks (45 more than a complete circumference). The ratio of speeds was therefore 45/105, or 3/7. If we call the time before the first encounter X minutes, then the minute hand passed over X minute marks while the ant passed over 3 - X minute marks, so: $X/(30 - X) = 3/7$. Solving, we get $X = 9$ minutes. Thus, the total time is $9 + 45 = 54$ minutes.

2. DIE PEEKING

One of the faces is the six. All the faces of a die have spots in at least one corner except for the one, which has a single spot in the center. Thus, we know none of the faces showing can be the one, and the one must be on the face opposite one of the three faces we can see. Since opposite faces of a die add up to seven, this means the six must be one of the three faces showing.

3. ASTROLOGICAL AGE

Her sign is Pisces. The only date on which the statement could have been made was February 29 (during a leap year), when the teacher's age was 29. Six days later, on March 6, her age was 30. So her birthday is one of the first six days in March.

4. MYSTERY MENU

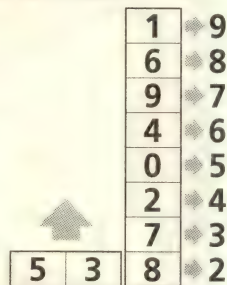
Here's one possible solution:

First night: abberfloories, bommeljips, curwinkles, dinquapods, dinquapods (from which the travelers could determine dinquapods);

Second night: abberfloories, ecka-eckas, flophummers, grobvolleys, grobvolleys (from which they could determine grobvolleys and abberfloories, the only dish common to both nights).

Third night: bommeljips, ecka-eckas, hinkboos, ibbergats, ibbergats (from which they get: ibbergats; bommeljips, the only dish common to the first and third nights; ecka-eckas, the only dish common to the second and third nights; and curwinkles, flophummers, and hinkboos, each occurring only once on the first, second, and third nights, respectively).

5. MULTIPLE TOWERS



60 TRUE COLORS

- The Pink Panther*
- The Hunt for Red October*
- The Black Stallion*
- The Purple Rose of Cairo*
- Goldfinger*
- A Clockwork Orange*
- The Green Berets*
- Silver Streak*
- Yellow Submarine*

The chain of colors of movies is: 1-3-7-9-4-5-6-2-8-1.

48 READY, GO, SET!

The six sets are: 1-3-10; 1-7-9; 2-4-9; 2-8-11; 6-7-12; and 6-8-10.

WILD CARDS

57 OOD FOR THOUGHT

The endings we thought of, with a sample word for each, are:

- EUD (FEUD)
- EUED (QUEUED)
- EWD (LEWD)
- EWED (BREWED)
- O'D (WHO'D)
- OED (SHOED)
- OOED (BOOED)
- OOHED (POOH-POOHED)
- OU'D (YOU'D)
- OUSED (RENDEZVOUSED)
- UED (GLUED)
- UTED (DEBUTED)

57 ROCKET STAGES

Our answer (other routes may be possible): ROCKET, SOCKET, SOCKED, SOAKED, SLAKED, SLATED, PLATED, PLANED, PLANET.

57 FAKE TV

- Murphy Brown*
- The Mary Tyler Moore Show*
- The Dick Van Dyke Show*
- Newhart*
- The Simpsons*
- Twin Peaks*
- Home Improvement*
- Doctor, Doctor*

57 SHOES AND SOCKS

You'll need to take 11 shoes and 12 socks. The largest number of unmatched shoes you can take is 10—five black, all for the same foot, and five white, all for the same foot. Any one of the remaining shoes will complete a pair.

To be sure of matching either shoe color, you'll need a pair of white socks and a pair of black socks. The worst case is 11—10 of the wrong color and one of the right. One more sock guarantees a pair that matches the shoes.

(If you consider socks *first*, you'd need only three to be sure of a pair that matches in color. But you would then need to take 16 shoes to be sure of a pair that matches the socks, and 16 shoes and 3 socks weigh more than 11 shoes and 12 socks.)

57 BRAND EX

Our list (yours may include others): Blistex, Chex, Comtrex, Cruex, Denorex, Desenex, Flex, Gore-Tex, Kleenex, Kotex, Memorex, Playtex, Purex, Pyrex, Rolex, Rolodex, Sinex, Sominex, Stridex, Tilex, Windex, and ZereX.

45 WHAT IN THE WORLD?

- Subway (New York City)
- Celestial body (the Moon)
- Golf course (Marco Island Resort, Florida)
- Zip code (Bronx, New York)
- Museum (Metropolitan Museum of Art)
- Airline (TWA)
- Shopping mall (Valley Stream, New York)
- Boardgame (Parker Brothers' Risk)
- Weather (*USA Today*)
- Ski (Steamboat Ski Resort, Colorado)

57 FIRST FIRST NAMES

- a, Anna Eleanor Roosevelt Roosevelt
- d/e, Elizabeth "Bess" Virginia Wallace Truman
- c, Claudia "Lady Bird" Alta Taylor Johnson
- f, Thelma Catherine Patricia "Pat" Ryan Nixon
- d/e, Elizabeth "Betty" Bloomer Warren Ford
- b, Anne Frances "Nancy" Robbins Davis Reagan

57 BACK TO BACK PHRASES

- Home sweet home
- "Run, Spot, run!"
- Hope against hope
- "Time After Time"
- "Spy vs. Spy"
- Dog eat dog
- Loop the loop
- "Food Glorious Food"
- Measure for Measure*
- "Why ask why?"
- Sunday, Bloody Sunday*
- Ford Madox Ford

58 S-S-S-SONGS

David Bowie—"Changes"
 The Who—"My Generation"
 Elton John—"Bennie and the Jets"
 The Knack—"My Sharona"
 Bachman-Turner Overdrive—"You Ain't Seen Nothing Yet"
 George Thorogood & the Destroyers—"Bad to the Bone"

58 SUM-BODIES

- | | | | | |
|---------|---|---|---|----------|
| Rather | + | A | = | Earhart |
| Alger | + | B | = | Grable |
| Malone | + | C | = | Coleman |
| Shore | + | D | = | Rhodes |
| Swit | + | E | = | Wiest |
| Lowe | + | F | = | Wolfe |
| Louis | + | G | = | Lugosi |
| Rivers | + | H | = | Shriver |
| Neal | + | I | = | Laine |
| Eggar | + | J | = | Jagger |
| Ebert | + | K | = | Trebek |
| Radner | + | L | = | Lardner |
| Harte | + | M | = | Mather |
| Hearst | + | N | = | Shatner |
| Malden | + | O | = | Mondale |
| Horne | + | P | = | Ephron |
| Bauer | + | Q | = | Braque |
| Gandhi | + | R | = | Harding |
| Warden | + | S | = | Andrews |
| Garbo | + | T | = | Bogart |
| Pearl | + | U | = | Lauper |
| Ride | + | V | = | Verdi |
| Ireland | + | W | = | Wilander |
| Stone | + | X | = | Sexton |
| Ashe | + | Y | = | Hayes |
| Anka | + | Z | = | Kazan |

19 TRIPLETS

MIS	LAY	MEN	DEV	OUT	LET
LED		TAL	ENT	ICE	HAL
GER	BIL	KER	BOX	CAR	TER
	LET			BON	
CUS	TER	SER	GAR	NET	HER
TOM		MON	GOL	DEN	DER
ATO	MIC	KEY	TAL	ONS	IDE

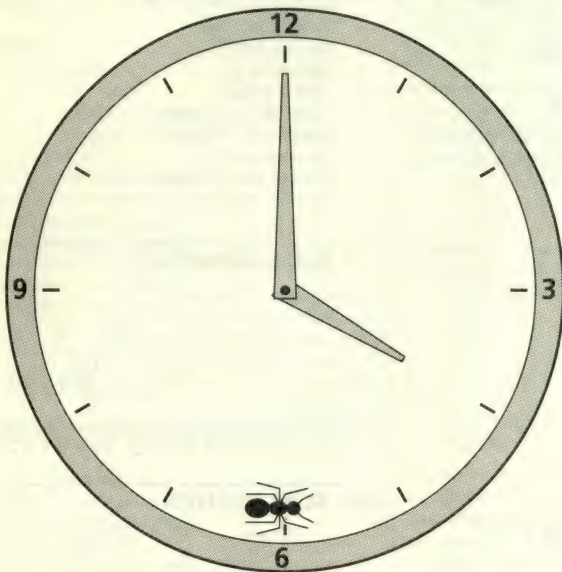
The five puzzles on this page were created by Buenos Aires's Jaime Poniachik, editor and co-owner of Juegos & Co., a publisher of quality puzzle magazines popular in Argentina

and elsewhere in South America. Solving three or four of the puzzles is *my bueno*, and getting all five is *excelente*.

SOLUCIONES, PÁGINA 41

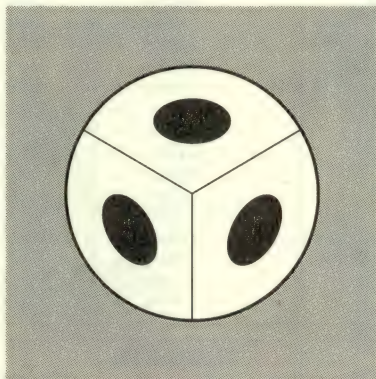
1. THE CLOCKWISE ANT

Just as the minute hand of an accurate clock passes the 12, an ant crawls onto the clock at the 6 mark, and begins walking counterclockwise around the circumference of the clock at a uniform speed. When she runs into the minute hand, she turns around and proceeds in a clockwise path, still maintaining her original speed. Then, 45 minutes after her first encounter with the minute hand, she runs into the minute hand a second time. Frustrated, she crawls off the clock in search of safer ground. How long did the ant spend on the clock?



2. DIE PEEKING

Looking through a very small peephole, we can see one corner of an ordinary die from a game. It's impossible to say what numbers are on the three sides we can see, but we can be sure that one of these three sides is a ... *what?*



3. ASTROLOGICAL AGE

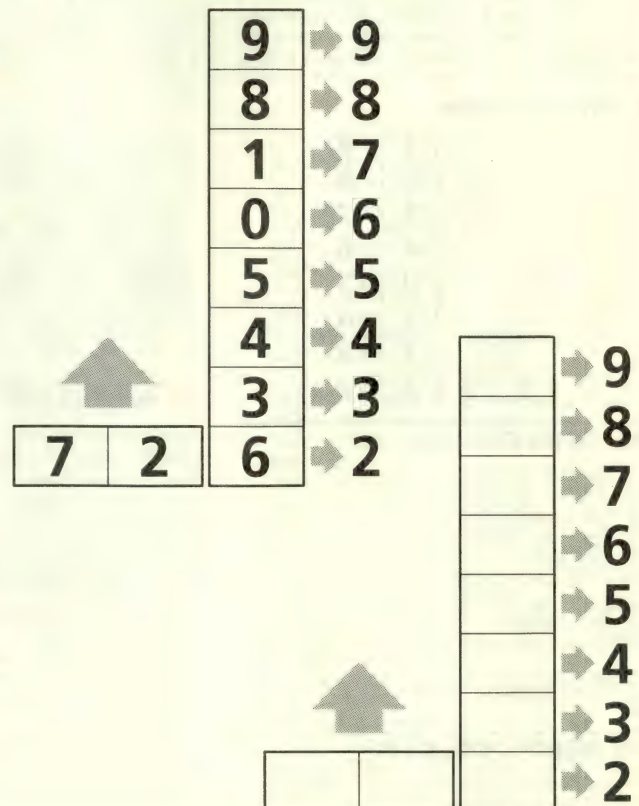
When asked her zodiac sign, the mathematics teacher answered, "Today's date—that is, the day of the month—is the same as my present age, but before the end of this week, there will be a date that will be only one fifth of my new age on that day." What is her zodiac sign?

4. MYSTERY MENU

At the Nine Meals Inn in the city of Nonsensica, the menu always contains just nine items: abberflooies, bommelijps, curwinkles, dinquapods, ecka-eckas, flophummers, grobvolleys, hinkboos, and ibbergats. Five travelers, strangers to Nonsensica, stop by the Inn, and each orders one item from the menu without the slightest idea of what it might be. The waiter returns with the five plates, placing them in the middle of the table so the guests may divide them as they see fit. The diners enjoy themselves tremendously, so they return the next two nights, and both times each guest orders one item, as on the first night. On the fourth night, the guests return, but by now, being logical diners, they are able to determine which name goes with each of the Inn's dishes. Can you determine what each of the three nights' five orders could have been to make this possible?

5. MULTIPLE TOWERS

As the two-cell elevator below rises along the eight-floor tower, it forms a series of three-digit numbers, by combining the 7 and 2 in the elevator with each successive digit in the tower. What's more, these three-digit numbers are multiples of 2, 3, 4, etc., up to 9. (That is, on the lowest level, 726 is evenly divisible by 2; on the second level, 723 is evenly divisible by 3; and so on.) Can you find another arrangement for the digits 0 to 9 (using each digit exactly once, one digit per box) so that no digit is in the same position it occupied in the first arrangement and the elevator combines with each level to form an appropriate multiple?





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4-SFB

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4-SFB

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4-SFB



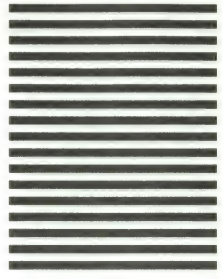
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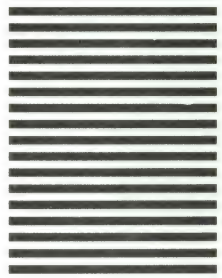
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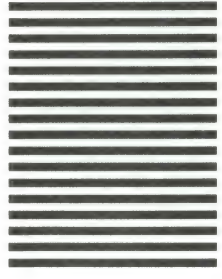
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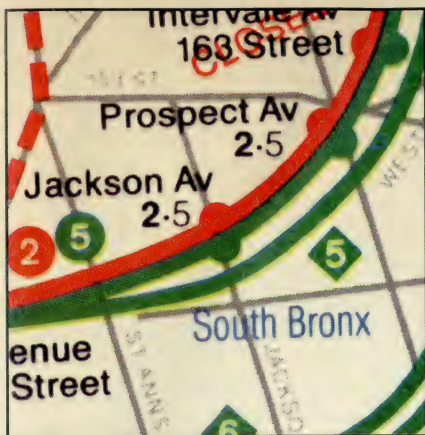
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WHAT IN THE WORLD



1



2

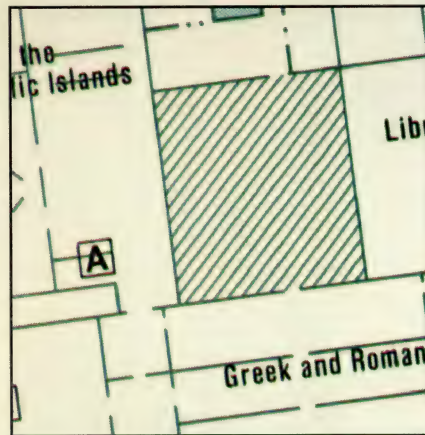
BY MARGOT SEIDES



3



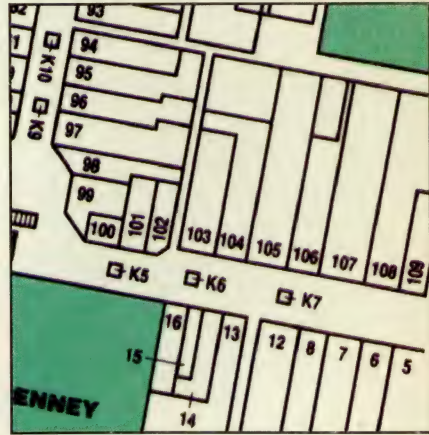
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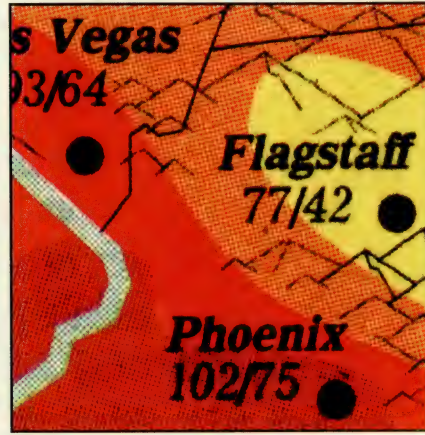
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7



8



9



10

In this unconventional Mappit puzzle, the question isn't so much "where?" as "what?" Don't worry about identifying the locations on the maps. Just tell us what kind of map each of the following selections is from. ANSWERS, PAGE 41. ★★

Spin control



al

Created & Photographed
by
Walter Wick

★★



Color patterns on a rapidly spinning top blend in fascinating and sometimes unexpected ways. For instance, alternate stripes of blue and yellow, when spinning, blur into beige—unlike a mix of blue and yellow paint, which makes green. In this photograph, each spinning top (A-H) has an exact stationary twin (1-8) elsewhere in the picture. Using logic and the color hint we've just given you, can you match the eight pairs before they all fall down?

ANSWERS, PAGE 38

GAMES & BOOKS

PUZZLE GAME

SET

COMPANY SET, 301 COWLEY, E. LANSING, MI 48823, FAX (517) 351-4341 **PRICE** \$11.95 & \$2 PER ORDER **NUMBER OF PLAYERS** 1 OR MORE, AGES 6-ADULT **PLAYING TIME** 20-30 MINUTES PER ROUND



Set, invented by mathematician and computer programmer Marsha J. Falco, is an addictive, highly original game of perception and logic, a fascinating challenge for either solitaire or competitive play.

Each of the game's 81 cards has either one, two, or three symbols, which are either ovals, squiggles, or diamonds, either red, green, or purple, and either solid, striped, or open (see puzzle).

The object is to find "sets," which are defined as combinations of three cards in which each of the four attributes—number, shape, color, or shading—is either the *same* on each card or *different* on each card. In other words, if any attribute is shared by two cards, it must be shared also by the third. In the puzzle above, cards 2, 4, and 9 are a set; they're all oval, red, and open, but each has a different number of symbols. It's a simple concept, but an oddly elusive one.

To play, 12 cards are laid out in a rectangle. Players—as many as can be accommodated—all compete simultaneously. A player who spots the right combination of cards announces "Set!" and removes them from the layout, earning one point. If the cards turn out not to be a set, the player *loses* a point. Removed cards are replaced; when the deck is exhausted, the round is over.

According to Falco, there are 1,080 possible sets in the deck and more than a 90 percent probability that there will be a set among any 12 cards. If all play-

ers agree that there is no set in a given layout, three cards are added, increasing the number of cards to 15 and the likelihood of a set to near certainty.

The game ends when everyone has had a chance to deal. With more than four players, we recommend instead setting a goal of, say, 20 points—still an accomplishment, but one that won't take all night. As it is, you'll probably be seeing red striped ovals and solid green squiggles in your sleep. ■ —Eric Berlin

READY, GO, SET!
CAN YOU FIND THE SIX SETS AMONG THE
12 NUMBERED CARDS ILLUSTRATED ABOVE?
FOR THE DEFINITION OF A SET, SEE THE REVIEW.
ANSWER, PAGE 41

WORD GAME

QUICKWORD

COMPANY U.S. GAMES SYSTEMS **PRICE** \$30
NUMBER OF PLAYERS 2 OR MORE ADULTS
PLAYING TIME 90 MINUTES OR MORE



Quick—name a word containing the letter J and starting with DIS.

If DISJOINTED occurred to you in fairly short order, you'll do well with the gray cards in Quickword.

If you're quicker to name, for example, restaurants, parts of the human body, or record albums—all beginning with the same letter—then the green cards will be your favorite.

If you're good at thinking of words that begin with one specified letter and contain two other specified letters, you'll look forward to the pink cards.

And if you don't like all that spelling, there are the blue cards, which ask you to list words in such categories as "uses for glass" and "anything associated with a library" with no alphabetic requirements or restrictions.

That delicious assortment of challenges is the beauty of Quickword. A roll of the die tells you how far to move your token on the board; the color you land on determines which cards to use;

STRATEGY BOARDGAME

COSMIC ENCOUNTER

COMPANY MAYFAIR GAMES **PRICE** \$35 **PLAYERS** 3-6, AGES 12-ADULT **PLAYING TIME** 1 HOUR +



Usually when a game dies it's gone for good. Here we have a rare resurrection, and it's hard to think of a game more deserving of a new life.

Cosmic Encounter, one of the most unusual games ever published (GAMES did a feature article about its creators in May 1983), was first produced in 1977 by Eon Products. They licensed it to West End Games, and when it went out of print the license reverted to Eon, who in 1990 sold the reprint rights to Mayfair Games.

The new edition preserves most of the original game and the nine subsequent expansion sets, with some new

material added. Happily, it retains also the oddball whimsy of the original game.

Basically the game goes like this: The board is made up of five planetary systems, each comprising five planets. Each player chooses a system and places tokens on its planets. A player's turn consists of attacking an opponent's planet or foreign base. The attacker places tokens in the "hyperspace cone," and the defender puts tokens on the attacked planet. Other players may join in either the attack or the defense by adding tokens of their own.

The two principals then each play a numbered card. Whoever has the higher total—tokens in play plus card number—is the victor. If the attacker wins, the target planet becomes a base for each of the allies. If the defense wins, the defender keeps the planet. In either case, the loser's tokens are banished. The first player to establish five bases in foreign systems has conquered the cosmos.



and a spinner selects the letters. You can reverse direction on the board to go for the colors you prefer or a CHOICE space.

Everyone works from the same card, writing down as many answers as he or she can in the allotted 90 seconds. Answers are then compared, duplicates are crossed off, and the player with the most remaining answers wins the round.

Scorekeeping is done on cleverly designed scorecards consisting of colored squares that correspond to the colored cards. Players check off a square of the

appropriate color on their own card each time they win a round. The winner is the first player with all squares checked off.

Though the rules claim there's an answer for every possible combination of cards and spinner, I was sure that was wrong when none of us, even after the game, could come up with a weapon starting with N. Then, in the middle of the night, I thought of NUCLEAR BOMB.

That's what Quickword will do to you: make you think, even at three in the morning. ■ —Gloria Rosenthal

WORD GAME

'SWOGGLE

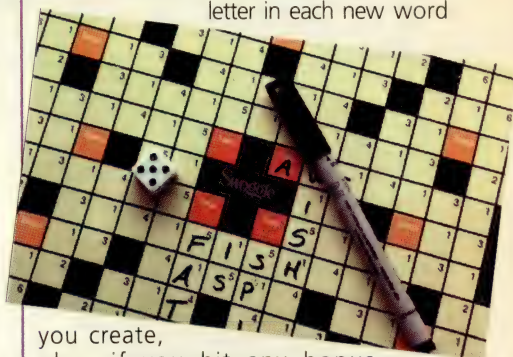
COMPANY CHIEFTAIN PRODUCTS, 265 CHAMPAGNE DR., DOWNSVIEW, ONTARIO, M3J 2C6 CANADA PRICE \$10 NUMBER OF PLAYERS 1-4, AGES 10+ PLAYING TIME 60-90 MINUTES



If you didn't know better, your first thought on opening the box might be, "Oh no! They left out the letter tiles!"

But in this innovative game, the letters are in your head. You—not tiles or cards—decide what letters to use to make words. You may make any words at all, as long as you use exactly the number of letters shown by rolling a die and you create new words by adding to or crossing one or more words already on the board, Scrabble-style.

To play, simply write on the board the number of letters shown on the die, one per square. You score one point per letter in each new word



you create, plus, if you hit any bonus squares, extra points equal to one, two, or three rolls of the die. The first player with 300 points wins.

If you're a long-time Scrabble player and think 'Swoggle should be a comparative snap, you'll change your mind as soon as the board fills up and you roll a 1 with no place for a single letter, or worse, a 6 with no room for a six-letter word. Though this is the most frustrating part of the game, it's also the most satisfying when you come up with a fine word, hit a bonus square, and block an opponent—all at the same time.

Rules are provided for several variations, including solitaire. The most interesting is to forgo the die and enter only four-letter words. Another, suggested by GAMES game-testers, is the option of playing either one or seven letters on a 1-roll. ■ —Gloria Rosenthal



But this bare-bones description conveys none of the game's originality and quirks. Each player is randomly assigned to one of 48 alien races; each of which has a unique power to break or

modify one of the game's rules whenever it's advantageous.

The AMOEBA, for instance, has the power to "ooze"—that is, to move his tokens around at will. The ZOMBIE is immortal—his tokens can't be removed from the board. The CHANGELING has the power to switch races with any other player. There are also Flare cards and Edict cards, which can be used only once but with powerful effect.

The interaction of these elements, as players unite to get ahead or to stop an opponent who is getting ahead too fast, is what makes Cosmic Encounter a unique experience every time you play it. ■

—Sid Sackson



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- 01038 LOVE FIRE**
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GAMES & BOOKS

VIDEOGAME

ADVENTURES OF LOLO III

FOR NINTENDO ENTERTAINMENT SYSTEM; HAL AMERICA, UNDER \$44; PHONE (503) 644-4117



If you've already met Lolo in either or both of his previous puzzle games, you can expect the same, only much more



so, from Lolo III—which means you probably can't wait to dive in. If you haven't, it doesn't matter which of the three games you start with, since once you're hooked you're bound to get them all.

Your objective in each puzzle is to collect all the hearts scattered throughout the room. Taking the last heart unlocks the treasure chest, and picking up the treasure unlocks the room so you can go to the next one.

However, each room also contains various enemies: They shoot at you if you cross in front of them; or follow you around and freeze you when you touch them, preventing you from getting by; or come alive only when you've taken the last heart, making it a knotty challenge to get the treasure just when you think you've solved the puzzle.

Which means you can't just go blundering around, but must do things in the proper order. Typically, you can get to certain hearts only by crossing a line of fire. Movable blocks can be used as shields, but there never seem to be enough of them. At times you will find bullets; shooting certain creatures turns them temporarily into eggs that can be moved to block enemy fire or used as rafts to cross streams.

The puzzles get more and more challenging as you progress, requiring you to find ever cleverer techniques to solve them. The weapons and other tools you find are exactly sufficient to solve each puzzle, but only if you use them with perfect efficiency. You can restart a puzzle as often as necessary, and there's no timer to make you nervous. When you solve a level, you're given a password so you can resume where you left off.

Lolo III has 100 levels (compared with 50 each in the first two games) and a few new features, including an Overworld map where you can select a starting level. Though it's the best of the three games, no puzzler should be without them all. ■ —Russ Ceccola

ETCETERAETCETERAETCETERAETCETERAETCETERA

Don't throw out your old Nintendo videogames! With the ingenious **Game Genie** (Galoob, under \$50), you can freshen up the challenges that practice has deadened, finally solve those "impossible" levels, and in other ways significantly extend your enjoyment of your NES games. Plug the game cartridge into the Game Genie, plug the GG into your NES, and, following the detailed instructions in the 158-page code book, enter the codes to modify the game as you like. Codes are provided for 249 games, including all the most popular titles (there are 41 separate codes for Super Mario Bros. 3 alone!), and the instructions explain how to experiment with codes of your own. Get infinite lives or ammunition, speed up the clock or stop it altogether, start on any level ...

If you play **Tetris**, **Welltris**, **Faces**, or **Wordtris** on your IBM/compatible, you have a real friend in **Comrade** (LightBulb Logic, 13806 Pyramid, Farmers Branch, TX 75234; \$19.95). It lets you play with a mouse or trackball instead of the keyboard, and it allows you to vary the game speed to either decrease or increase the difficulty. In other words, you can cheat. (But we know you wouldn't.)

Chip's Challenge, one of our favorite puzzle games (it made the 1991 **GAMES** 100), was created for the Atari Lynx, a portable videogame machine. Good news: It has now been released for IBM/compatible, Amiga, and C-64 computers (Epyx, \$34). Same puzzles, bigger screen. ■

COMPUTER ADVENTURE GAME

TIMEQUEST

FOR IBM/COMPATIBLE COMPUTERS; LEGEND ENTERTAINMENT, \$60



As a private in the Temporal Corps, your job is to travel to the future to detect wars and social upheavals so that they may be averted in the present. Unfortunately, one member of the Corps, Lt. Vettenmyer, has traveled *back* in time and set events in motion that would lead to present-day catastrophe.

What to do? What else but to retrace Vettenmyer's steps and right what he has wrought. Your Mission Briefing lists the times and places he has visited, and your time machine has already been programmed; all you have to do is push the right buttons.

Vettenmyer has altered 10 actual historic events, plus 35 others that are less crucial (and not necessarily historically accurate) but may help with the overall solution. In Rome in 44 B.C., for



instance, Vettenmyer has arranged to have Julius Caesar assassinated one month ahead of schedule (so Shakespeare would have had to write "the ides of February"). In A.D. 1215, he has encouraged Genghis Khan and his Mongol horde to attack Europe instead of Peking, which would have had incalculably disastrous repercussions.

In this age of spectacular computer graphics, storyline is sometimes sacrificed for the sake of visual imagery. Timequest has managed to merge both into a story of great intricacy with stunning scenery that enhances, rather than overpowers, the text. And the interface—you use a mouse to point and click on specific verbs, nouns, and other words—is so efficient that you almost forget you're using a computer. ■

—Brad Friedman

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 Burt Hochberg,
 Senior Editor
 GAMES MAGAZINE

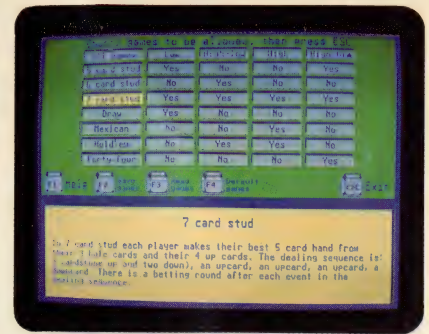
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1992



The Game and Puzzle Events Calendar

Compiled by Mark Danna

Throughout the year, when people ask if we can connect them with others who play their favorite games, we try to refer them to appropriate groups or events. In the past we've also published an Events column to announce upcoming game conventions, tournaments, etc.

This year, to combine these services into one general reference and to give you more time to plan, we've assembled this two-page guide to game and puzzle gatherings scheduled for 1992. This list of competitions and conventions is arranged alphabetically by category and includes the name, date, location, and contact for each event.

While we don't have room to list everything, several of the associations cited do hold other local, regional, and national events; so feel free to contact them to find out what else is happening with your favorite game.

Before making plans to attend any event, you should check with the contact to verify particulars, since sites and dates may be subject to change. The contact can also tell you about entry fees and qualifying procedures, if any.

Whatever you do, we wish you a happy and playful year!

BACKGAMMON

Nevada State Backgammon Tournament. January 15-19, Reno, NV

Las Vegas Backgammon Open. June 17-21, Las Vegas, NV. For both Nevada events, contact: Nevada Backgammon Association, Howard Markowitz, Director, P.O. Box 768, Morton Grove, IL 60053; (708) 470-9491

Green Mountain Festival of Backgammon. August 10-16, Stratton, VT. Contact: International Backgammon Association, c/o Sue & Les Boyd, 1300 Citrus Isle, Fort Lauderdale, FL 33315-1324; (305) 527-4033. General backgammon information and local club listings also available.

BRIDGE

Pan American Games. June 6-14, Corpus Christi, TX

Summer North American Bridge Championships. July 24-August 2, Toronto, Ontario. For both events and general bridge information, contact: American Contract Bridge League, 2900 Airways Blvd., Memphis, TN 38116-3847; (800) 444-ACBL

CHECKERS

Northern Tourney. June, Gilbertsville, KY

Southern Tourney. July, Little Rock, AR

U.S. Nationals. August, Danville, VA. For all events and general checkers information, contact: American Checker Federation, Carolyn Lucas, P.O. Box 365, Petal, MS 39465; (601) 582-7090

CHECKERS, INTERNATIONAL

International Checkers U.S. Championship. This checkers version has a 100-square board, 20 men per side, backward jumping, and kings moving like chess bishops. July 6-11, New Orleans, LA. Contact: American International Checkers Society, c/o Jack Birnman, 11010 Horde St., Wheaton, MD 20902; (301) 949-5920

CHESS

New York Open. April 15-19, New York, NY. Contact: New York Open, 21 W. 46th St., New York, NY 10036; (212) 719-4204

National High School Chess Championship. May 8-10, Lexington, KY. Contact: See U.S. Open below

National Open. June 5-7, Las Vegas, NV. Contact: Fred Gruenberg, c/o National Open, Box 100, Palos Heights, IL 60463; (708) 396-1984

World Chess Open. July 1-5, Philadelphia, PA. Contact: Continental Chess Association, 450 Prospect Avenue, Mt. Vernon, NY 10553; (914) 668-6025

U.S. Open. August 2-14, Dearborn, MI. Contact: U.S. Chess Federation, 186 Route 9W, New Windsor, NY 12553; (914) 562-8350

CHESS AND CHESS VARIANTS

Knights of the Square Table Convention. August 24-26, Sparks, NV. Contact: NOST, c/o Les Roselle, 111 Amber St., Buffalo, NY 14220; (716) 825-8281. Also organizes postal chess, go, and shogi.

CRIBBAGE

American Cribbage Congress Open. February 1-2, Reno, NV. Contact: Martha Fingleton, 3465 S. Strothman Dr., Greenfield, WI 53219; (414) 543-2844

National Open. July 25-27, Raleigh, NC. Contact: Nick Pond, Box 12800, Raleigh, NC 27605; (919) 829-0844

Grand National. September 18-20, Green Bay, WI. Contact: See ACC Open above

For general cribbage information, contact: American Cribbage Congress, c/o Jeff Monroe, Box 10486, Napa, CA 94581; (707) 253-2020

CROSSWORD PUZZLES

American Crossword Puzzle Tournament. March 20-22, Stamford, CT. Contact: ACPT, 114-41 Queens Blvd., Suite 152, Forest Hills, NY 11375; (212) 727-7100

North Jersey Crossword Open. June, Hackensack, NJ

Long Island Crossword Open. October, Melville, NY. For both Opens, contact: American Crossword Federation, P.O. Box 69, Massapequa Park, NY 11762; (516) 795-8823

DARTS (Steel-tip)

Dallas International Darts Classic. May 29-31, Dallas, TX. Contact: Lone Star Darts Club, 10303 Harry Hines Blvd., Dallas, TX 75220; (214) 351-0637

NODOR North American Open. August 14-16, Las Vegas, NV. Contact: Triple Crown Productions, 7603 E. Firestone Blvd., Suite E-6, Downey, CA 90241; (310) 806-8319. For general darts information, contact American Darts Org. at the same address and phone.

Windy City Open. September 25-27, Chicago, IL. Contact: Windy City Darts Tournament Players, 3264 N. Milwaukee Ave., Chicago, IL 60618; (312) 286-3848

DARTS (Electronic)

Team Dart 7. April 28-May 2, Las Vegas, NV. Contact: AMOA National Dart Association, c/o Joseph Conway, 141 W. Vine St., Milwaukee, WI 53212; (414) 263-2444

DIPLOMACY

Dixiecon. May 22-24, Chapel Hill, NC. Contact: David Hood, 2905 20th St. N.E., Hickory, NC 28601; (704) 256-3641

DipCon. July 3-6, Kansas City. Contact: Gary Behnen, 13101 S. Trenton, Olathe, KS 66062; (913) 829-1474

DUNGEONS & DRAGONS

See "Gen Con" under "Game Conventions"

For general information on role-playing games, contact: RPGA Network, P.O. Box 515, Lake Geneva, WI 53147

FLYING DISC (Frisbee)

World's Biggest Disc Golf Tournament. 20,000 Frisbee golfers in a one-day, worldwide celebration. May 9, at one of 200 local disc golf courses. Contact: Circular Productions, P.O. Box 792, Austin, TX 78767; (512) 459-3322

U.S. Open Flying Disc Championships. July 19-26, Ft. Collins, CO. Contact: The Wright Life, 200 Linden, Ft. Collins, CO 80524; (303) 484-6932

PDGA World Championships. August, Detroit, MI. Contact: Professional Disc Golf Association, P.O. Box 240363, Memphis, TN 38124-0363; (901) 323-4849

UPA Nationals. November, site to be announced. Contact: Ultimate Players Assn., 9800 Richmond Ave., Suite 425, Houston, TX 77042; (800) 872-4384

FOOTBAG (Hacky Sack)

World Footbag Championships. July 28-August 2, Golden, CO. Contact: World Footbag Association, 1317 Washington Avenue, Suite 7, Golden, CO 80401; (800) 878-8797

GAME COLLECTING

American Game Collectors Association International Convention. October, Vermont. Contact: American Game Collectors Association, 4628 Barlow Drive, Bartlesville, OK 74006

GAME CONVENTIONS

Avaloncon. Competitions in 56 Avalon Hill games, including Diplomacy and Rail Baron. July 30-August 2, Camp Hill, PA. Contact: Don Greenwood, Avalon Hill, 4517 Harford Road, Baltimore, MD 21214; (301) 254-9200

Gen Con Game Fair. Competitions in Dungeons & Dragons and other role-playing games, plus Monopoly, Uno, Trivial Pursuit, Diplomacy, Risk, computer and video games, war games, and miniatures. August 20-23, Milwaukee, WI. Contact: Mark Olson, TSR, Inc., P.O. Box 756, Lake Geneva, WI 53147; (414) 248-3625

IGA Anniversary Party. Competitions in Empire Builder, Monopoly, Circus Maximus, WW2 miniatures. October 10-12, Tustin, CA. Contact: International Gamers Association, c/o James Griset, 25302 Avenue 108, Terra Bella, CA 93270; (209) 535-4604. The IGA has six regional groups and sponsors postal competitions in strategy/war games (e.g., Acquire and Diplomacy) and others.

GAME INVENTING

Game Inventors of America Seminars. Talks, workshops, and private interviews with game companies for game inventors, including how to manufacture and market your ideas. April 13-14, Las Vegas, NV. Contact: Game Inventors of America, Box 58711, World Trade Center, Dallas, TX 75258; (214) 331-4587

GIN RUMMY

World Series of Gin Rummy. March or April, Las Vegas, NV. Contact: U.S. Gin

Rummy Federation, c/o Tom DeMarsh, 809 S. 60th Street, West Allis, WI 53214; (800) DIAL-GIN

GO

U.S. Go Congress. Includes U.S. Amateur Championship, Ing Cup, and several other tournaments. August 1-9, Salem, OR. Contact: Jean DeMaiffe, 1741 N.W. Lakeway Lane, Beaverton, OR 97006; (503) 629-8308

Asahi American Amateur Meijin Tournament. October, New York, NY. Contact: Chen-dao Lin; (212) 260-1455

North American Fujitsu Qualifying Tournament. Early November, site to be announced. For this event and general go information, contact: Barbara Calhoun, American Go Association, P.O. Box 397, Old Chelsea Station, New York, NY 10113; (212) 580-5882

JIGSAW PUZZLES

National Jigsaw Puzzle Championships. August 7-9, Athens, OH. Contact: Marvin Fletcher, Dairy Barn, P.O. Box 747, Athens, OH 45701; (614) 592-4981

MAH JONGG

Green Dragon Mah Jongg Tournament. February 7-9, Abescon, NJ. For this and other mah jongg events, contact: Margaret Bauer Maneth, 8 Livingston Ave., Kearny, NJ 07032; (201) 991-1499

International Championship Tournament. November, cruise ship from Acapulco to Los Angeles. Contact: National Mah Jongg League, c/o Ruth Unger, 250 W. 57th St., Suite 613, New York, NY 10107; (212) 246-3052

MARBLES

Marble King National Marbles Tournament. June 22-25, Wildwood, NJ. Contact: C. Eugene Mason, Parks & Recreation Dept., P.O. Box 1702, Cumberland, MD 21502; (301) 759-6441

NINTENDO

Nintendo Campus Challenge. January-December (except June-August), 60 U.S. college campuses. Contact: Nintendo Consumer Service Department, 4820-150th Ave. N.E., Redmond, WA 98052; (800) 255-3700

OTHELLO

U.S. National Othello Championship. Probably September, Alexandria, VA. Contact: Othello Players Assn., c/o Clarence Hewlett, 920 Northgate Ave., Waynesboro, VA 22980; (703) 942-2242

PAINTBALL

Line SI Masters. Capture the flag and splat your opponents with capsules of paint shot from an air gun. Late October, Nashville, TN. Contact: Lively

Productions, 406 Woodbine St., Nashville, TN 37204; (615) 255-9020. For general paintball information, contact: International Paintball Players Association, P.O. Box 90974, Los Angeles, CA 90009; (310) 322-3107

PINBALL

Professional Amateur Pinball Association International Championship. February 1-2, New York, NY. Contact: Steve Epstein, The Broadway Arcade, 1659 Broadway, New York, NY 10019; (212) 247-3725

AMOA IFPA World Pinball Championships. March 27-29, Milwaukee, WI. Contact: AMOA International Flipper Pinball Association, c/o Doug Young, 141 W. Vine St., Milwaukee, WI 53212; (414) 263-0233

Pinball Expo '92/Flip Out Pinball Tournament. October or November, Rosemont, IL. Contact: Rob Berk, 2671 Youngstown Rd. S.E., Warren, OH 44484; (216) 369-1192 or (800) 323-FLIP

PINOCHLE

World Pinochle Championship. June 14-16, Reno, NV. Contact: Team Pinochle Association, c/o Bill Ballew, P.O. Box 641, Pleasanton, CA 94566; (510) 484-5348

SCRABBLE

Atlantic City Open. January 24-26, Atlantic City, NJ. Contact: Margaret Bauer Maneth, 8 Livingston Ave., Kearny, NJ 07032; (201) 991-1499

Boston Area Tourney. April 10-12, Waltham, MA. Contact: Edith Miller Berman, 26 Ships Way, Bourne, MA 02532; (508) 759-2561

Smoky Mountain Open. April 11-13, Gatlinburg, TN. Contact: K.C. Hoffmeister, 5071 Lakewood Dr., Ridge Manor, FL 33525-8845; (904) 583-3721

West Coast Championship. July 3-5, Reno, NV. Contact: Johnny Nevarez, 4804 Bannock Circle, San Jose, CA 95130; (408) 379-5845

National Scrabble Championship. July or August, Los Angeles, Chicago, or Dallas. For this and other Scrabble events, contact: National Scrabble Assn., Box 700, Front Street Garden, Greenport, NY 11944; (516) 477-0033

SHOGI

D.C. Shogi Championship. September, Arlington, VA. For this event and general shogi information, contact: Don Connors, 2100 Lee Hwy., Suite 115, Arlington, VA 22201-3568; (703) 358-9390

TIDDLYWINKS

North American Singles Championship. Probably Summer, Washington, DC

North American Pairs Championship. Probably Fall, site to be announced. For both events, contact: North American Tiddlywinks Association, c/o Larry Kahn, 10416 Haywood Dr., Silver Spring, MD 20902; (301) 681-9345

TRIVIA

University of Colorado Trivia Bowl. Four-person teams compete College Bowl-style in five categories: Movies, Music, Sports, TV, and Miscellaneous. Seeding test available in March. Event: March 30-April 4, Boulder, CO. Contact: Leon Elkins, 2637 Ash St., Denver, CO 80207; (303) 399-2090

WORD PUZZLES

National Puzzlers' League Convention. July, San Diego, CA. Contact: George Liddell, 2533 Geranium St., San Diego, CA 92109. (Please enclose stamped return envelope for information.)

American Cryptogram Association Convention. Probably August, site to be announced. Contact: American Cryptogram Association, 18789 W. Hickory, Mundelein, IL 60060; (708) 566-0134



TRICKS FOR THE MEMORIES

Grand Prize
\$1,000 worth
of puzzles*
10 Runner-Up
Prizes
A GAMES
T-shirt

One medical student said to another: "Never lower Tillie's pants. Mama might come home."

Were the would-be doctors being naughty? No, they were merely using a mnemonic, or a memory aid. In this case, the first letter of each word helped the students recall the names of the wrist bones: navicular, lunatum, triquetrum, pisiform, multangulum majus, multangulum minus, capitatum, and hamatum.

Mnemonics have been around for centuries to help people remember. Roy G. Biv, for instance, indicates the colors in a rainbow—red, orange, yellow, green, blue, indigo, violet. The word HOMES is all you need to recall the Great Lakes—Huron, Ontario, Michigan, Erie, and Superior. These are, perhaps, a little too familiar.

We think it's time for some fresh mnemonics, ones that will help us remember important people, events, sequences, and icons of the '90s. For example: *New Hampshire man watches Martian teacher eat fried rice beside really beautiful Japanese woman licking fingers.* This poignant sentence helps you remember, in proper order, Elizabeth Taylor's husbands: Nicky Hilton, Michael Wilding, Mike Todd, Eddie Fisher, Richard Burton, Richard Burton, John Warner, and Larry Fortensky.

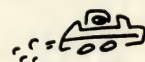
What to Do Make up a mnemonic for any noteworthy—or not so noteworthy—aspect of modern life that people have difficulty remembering.

Judging Entries will be judged on originality, creativity, naturalness, and value for actually jogging the memory.

Entering Mail your entry, with your name and address, to: **Tricks for the Memories, GAMES Magazine, 19 West 21st Street, New York, NY 10010.** You may send as many entries as you wish, but each entry must be on a separate sheet of paper with your name and address. Multiple entries may be mailed in one envelope. **Entries must be received by March 2, 1992.** —Gloria Rosenthal

*Your choice of \$1,000 worth of puzzles, books, and games from the Spring 1992 Bits & Pieces catalog

ANNOUNCING The 29th Annual Coast-to-Coast ST. VALENTINE'S DAY MASSACRE



The **wildest** game in the world, driving competitively from the Golden Gate Bridge to the Statue of Liberty. At your **kitchen table**. All on maps.

More than 1000 people set out on last winter's competition. At the end, we asked them if they planned to be back this time. **92%** of their answers were **YES**. And they said:

- *Outrageously magnificent.*
- *It captured me and would not let me go.*
- *I've been looking for something like this all my life. It was great!*

"Motoring mayhem," said The Wall Street Journal last January 25, that requires "no vehicle except the contestant's ability to go on flights of the imagination."

The St. Valentine's Day Massacre is a grand road rally on maps. Its course from coast to coast is all in the giant-size Rand McNally Atlas, which we provide. Its instructions are a series of puzzles and tricks taking you to see such metropolises as Continental Divide (New Mexico), Atlantic (Iowa), and Hindustan (Indiana).

On New Year's Eve we'll send you everything you'll need (deadline for later entries: February 14). When you're done, send us your answer sheet, which will show how well you've evaded the lures and snares along the way. We'll score for a minimum of 100 custom-designed trophies.

An **amazing** quest — with a money-back guarantee — and you don't have to leave home! We hope you'll join us.

- **Hurrah!**

St. Valentine's Day Massacre
P.O. Box 53 • La Cañada, Calif. 91012

Entry fee payable to 'Massacre': \$33 per entry. We will send announcements for you for gifts.

name _____

address _____

city _____ state _____ zip _____

WILD CARDS

edited by peter gordon

TEASERS

OOD FOR THOUGHT

The words MOOD and RUDE rhyme, yet their endings (-OOD and -UDE) are spelled differently. There are many other spellings of this terminal sound. Only readers with high aptitude will have the fortitude to think of words for eight or more other possible endings.

—Raymond D. Love

WORDPLAY

ROCKET STAGES

Two astronauts were sitting in their intergalactic module, playing word games.

"Can you," said one, "make the word ROCKET reach the word PLANET in eight stages by changing one letter at each stage without rearranging the order of the letters?"

The other astronaut thought for a moment and said, "Yes, I can. And each stage is a familiar, uncapitalized English word."

How did the astronaut do it?

—Emily Cox & Henry Rathvon

FOR THE RECORD

FAKE TV

You may have seen the following shows on television, but you'll never find them listed in *TV Guide*. That's because they're shows within other shows—phony programs that appeared on other TV series. Can you recall what series each of these bogus programs comes from?

1. *F.Y.I.*
2. *The Happy Homemaker*
3. *The Alan Brady Show*
4. *Vermont Today*
5. *The Itchy & Scratchy Show*
6. *Invitation to Love*
7. *Tool Time*
8. *Wake Up Providence*

—Lou Kesten



TEASERS

SHOES AND SOCKS

For your first ocean cruise, you've taken five identical pairs of white shoes, five identical pairs of black shoes, five identical pairs of white socks, and five identical pairs of black socks (as well as other garments, presumably).

In the middle of a stormy night, you're awakened and told to prepare to abandon ship. Being very fashion-conscious, you can't be truly comfortable unless your socks match your shoes in color and your shoes are a left-right pair. But your cabin is pitch dark, your socks are in a heap in the dresser, and the storm has tumbled your shoes together in the closet.

There isn't time to distinguish left shoes from right shoes by touch. All you can do is count shoes and socks into your overnight bag.

How many shoes and how many socks must you take to be sure to get one complete matching set with the lightest possible load (shoes, of course, being several times heavier than socks)?

—Bob Stanton

TEASERS

BRAND EX

While few English words end with the letters EX, in advertising many do. Can you think

HALL OF FAME

FIRST FIRST NAMES

Many of America's First Ladies have been best known by their nicknames or pet names. But how many of these First Ladies (1–6) can you match with their actual given names (a–f)?

- | | |
|-------------------------|--------------|
| 1. Mrs. F. D. Roosevelt | a. Anna |
| 2. Mrs. Truman | b. Anne |
| 3. Mrs. Johnson | c. Claudia |
| 4. Mrs. Nixon | d. Elizabeth |
| 5. Mrs. Ford | e. Elizabeth |
| 6. Mrs. Reagan | f. Thelma |

—Rick Zimmerman

TWISTS

BACK TO BACK PHRASES

Each of the clues below leads to an answer of three words where the first and last words are the same. For example, "Cream alternative" leads to the answer "Half and half."

1. Common embroidered sampler message
2. Command to Dick and Jane's dog
3. Continue to wish, despite a bleak situation
4. 1984 hit by Cyndi Lauper
5. Regular *Mad* magazine feature
6. Very competitive, as a business environment
7. Fly a plane in a vertical circle
8. Delicious *Oliver!* song
9. Shakespearean comedy
10. Bud Dry slogan
11. Glenda Jackson/Peter Finch film of 1971
12. *The Good Soldier* author

—Robert Leighton

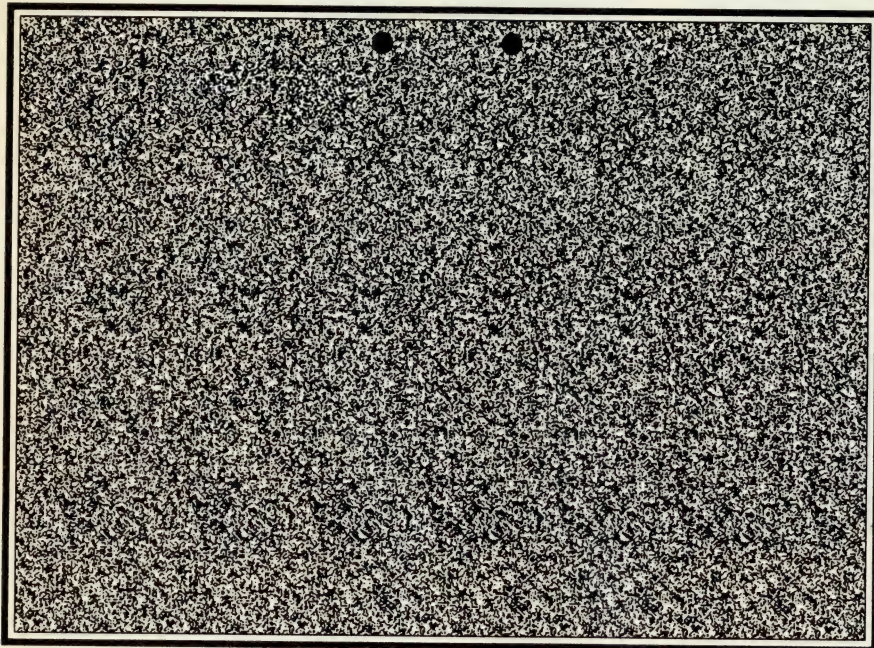
of 12 or more brand names that end with the letters EX?

—Betty Batchelor

STARE-E-O's

PRIZE PUZZLE!

Identify the objects in the Stare-E-O below. 50 winners will be chosen at random to receive a free, full color poster! "Seeing" is not easy! To see the objects, diverge your eyes as if looking at a faraway object. The two dots will fuse, forming a third central dot. When the divergence is correct, slight, controlled variations in the placement of the random dots are perceived by the brain as depth cues. Shapes will appear to float above a textured background. Some see the image in seconds. Others find it more difficult. If you can't see it, let someone else try. If they succeed, perhaps they can help you. Still don't see?—order our Stare-E-O Starter Kit. We guarantee: It will be revealed!



High quality, full color calendars and posters with variations on the Stare-E-O technique. The Starter Kit has instructions, special lenses, more examples and catalogue. Guaranteed to get you "seeing" too! Price: \$5.00, refunded with an order! Calendars for Easter—\$15.00, or just enter the contest for a catalogue of N.E. Thing Stare-E-O gaze toys. Satisfaction guaranteed ... and we mean it! Wait till you see them!!!!

Send Check or Money Order to:

N.E. Thing Enterprises

P.O. Box 1827

Cambridge, MA 02139

or call: (617) 621-7174

TO WIN, INCLUDE LIST OF OBJECTS, NAME, ADDRESS, and PHONE

PC and MAC S'ware—Make your own Stare-E-O's \$40.00
Please request a demo floppy!

POSTERS: World's Hardest Maze, Third Eye, Training Wheels
\$15.00 each; Full Set: \$35.00

WILD CARDS

TRIVIA

S-S-S-SONGS

Each of the rock singers and groups below has had a well-known song with stuttering in the lyrics. What are the songs?

David Bowie
The Who
Elton John
The Knack
Bachman-Turner Overdrive
George Thorogood & the Destroyers

—Heidi Goldstein

WORDPLAY

SUM-BODIES

To complete the sums below, add the letter to the last name of the celebrity on the left of the equation, and rearrange the letters to get the last name of the celebrity on the right. For example, "Bruce + A = Ralph" yields "DERN + A = NADER." Getting 13 or more is sum-what good, and 20 or more is sum-thing else.

Dan + A = Amelia
Horatio + B = Betty
Moses + C = Dabney
Dinah + D = Cecil
Loretta + E = Dianne
Rob + F = Tom
Joe + G = Bela
Joan + H = Maria
Patricia + I = Frankie
Samantha + J = Mick
Roger + K = Alex
Gilda + L = Ring
Bret + M = Cotton
Patty + N = William
Karl + O = Walter
Lena + P = Nora
Belinda + Q = Georges
Indira + R = Warren
Jack + S = Julie
Greta + T = Humphrey
Minnie + U = Cyndi
Sally + V = Giuseppe
Jill + W = Mats
Oliver + X = Anne
Arthur + Y = Helen
Paul + Z = Elia

—Peter Gordon

CONTEST RESULTS

FROM OCTOBER

WHIRL-A-PIX

Round 3,800 contestants took our three "Whirl-a-Pix" disks out for a spin. Tracing lines through the slots in the disks, they drew the three pictures at right, identified the objects shown, and rearranged the letters in the objects' names to get a four-word phrase. More than 99 percent of the entrants correctly submitted **THROWN FOR A LOOP**.

Some incorrect entries included **HONOR FOR TOP LAW**, **NOR HOWL AT PROOF**, and **FOOL FOR THE WISER**, which uses **FIRE HOSE** in place of **HARPOON**. Other incorrect answers, presumably, never got beyond solvers' scratch pads.

The grand prize winner of \$1,000 worth of puzzles, whose envelope was chosen at random from among the correct entries, is Barb Uschak, of Blairsville, Pennsylvania.

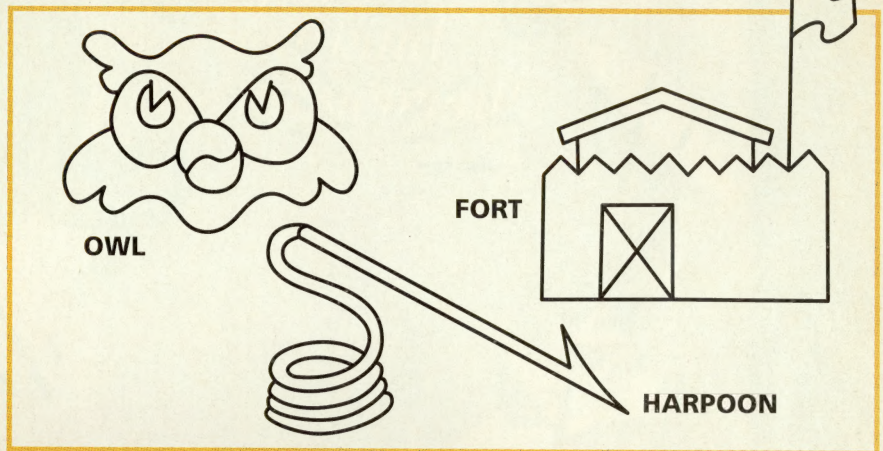
Runner-up **GAMES** T-shirts go to:

Jeannette Brennan, Carrollton, TX; Kay Fine, Las Vegas, NV; Kathy Malnick, Johnson City, TN; Kathy Miller, Irwin, PA; Sandy Pierson, Abilene, TX; Holly Ryall, Santa Rosa, CA; Martha Seighman, Washington, NC; Don Siciliano, Cary, IL;

Ann Watson and Renée Bolen, Newark, DE; and Daniel Worland, Chicago, IL.

—Peter Gordon

Note: The results of "Palindromes with Personality" will appear next issue.—Ed.



Tantalizing Mathematical Games and Puzzles

at special prices from Martin Gardner and George Martin

Mathematical Magic Show

Martin Gardner

312 pp., 1990, was \$17.50—Paperbound, Item # **MAGIC** now \$15.00

"Highly recommended but be warned—mathematical games can be addictive" David Jones in *New Scientist*

Martin Gardner, a superb slight-of-hand artist, inventor of hundreds of magic tricks, novelist and writer gives us a collection of tantalizing puzzles taken from his Mathematical Games column in *Scientific American*. Take a tour of the world of recreational mathematics and its unique points of interest—playing cards, puzzles, finger arithmetic, polyominoes, double acrostics, game theory, the knight's tour, trees and dice.

Polyominoes

Puzzles and Problems in Tiling by George Martin

172 pp., was \$21.00, Paperbound, Item # **POLY** now \$14.00

"George Martin has done a truly marvelous job of presenting the material in his book in an attractive and clear way." Martin Gardner

A wonderful book for anyone who likes a good geometric challenge. If you like jigsaw puzzles, or if you hate jigsaw puzzles, but have ever wondered about the pattern of some floor tiling, there is much to interest you. Unsolved puzzles and problems of all kinds are featured and answers are provided for most of the problems that have a known solution.



The Mathematical Association of America
1529 18th St., NW, Washington, D.C. 20036
(202) 387-5200 Fax (202) 265-2384

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Item #	Description	Qty.	Price	Amount
MAGIC	Mathematical Magic Show		\$15	\$
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Payment Check MasterCard Visa Shipping \$ 2.50

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TRUE COLORS

BY MARK DANNA



Colorizing old black-and-white movies is, for better or worse, pretty common these days, but what's going to happen when they start colorizing *color* movies? We don't know, but that thought colored our thinking when we produced the illustrated rebuses above. Each picture represents the name of a famous movie with a color in its title—but in each case the object appears in the color that should go with another movie. For example, there's a famous movie about a panther (#1) that has a color other than black in its title; and black appears in a title that's illustrated in the wrong color elsewhere on this page. Name all nine movies in the chain and we'll be blue with envy. **ANSWERS, PAGE 41**

Spring into Fun with Huggermugger[®]

*the adult mystery-word
game that challenges
you and your friends
to a new kind
of excitement!*



Everyone has a favorite word game and Huggermugger has something for everyone. Several popular word games are combined in one — word scrambles, definitions, or luck of the draw questions. Each correct answer will bring you one letter closer to solving the hidden word in the “mystery wheel”.

You may not want to “leap,” but you’ll surely want to hurry over to your local retailer and look for Huggermugger.

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Get back to...
SQUARE-1™



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